



COMBUSTIBLE CHEATS AND CODES!



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PRIMA PUBLISHING
Rocklin, California
(916) 632-4400
www.primagames.com

PRIMA'S OFFICIAL STRATEGY GUIDE

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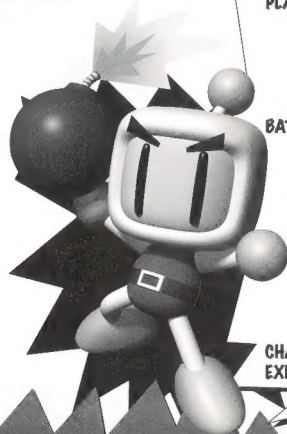
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ISBN: 7615-1872-X
Library of Congress Catalog Card Number: 98-067543
Printed in the United States of America

98 99 00 01 02 03 04 05 06 07 08 09 10 11 12



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INTRODUCTION

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IT'S A BLAST!

Way back in the mists of time, four Dark Force Bombers appeared in our dimension, determined to bring the universe into an era of darkness. Our ancestors managed to capture the deplorable quartet in an ancient blue crystal, where they remained for eons.

That was until the villainous Burglar appeared from another point in the space-time continuum and destroyed the mystic crystal, splintering it into a zillion pieces. The long-dormant evil bombers were released to take over the universe, and the sacred crystal pieces were scattered around four elemental worlds: Earth, Wind, Fire, and Water. Only one being can venture through these hazardous dimensions, a being that has blasted his way through the entire universe, foiling evil and restoring the balance of good and evil. Bomberman is back!

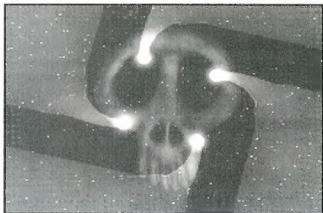
Ever since the very first video game consoles emerged from the primordial ooze of the early 1980s, Bomberman, the sparky little guy, has ruled the genre of 2-D adventures with a rod of iron and a heck of a lot of explosive personality. In fact, he's one of the mighty



few characters who have made the journey from the 8-bit NES console and its contemporaries to the giddy heights of today's leading machines without losing any steam on the way.

Recently making his N64 debut with the aptly titled *Bomberman 64*, everyone's favorite explosives expert finally blasts his way onto the Sony PlayStation in his latest adventure, *Bomberman World*! However, where *Bomberman 64* created a dizzying, revolutionary three-dimensional universe to travel through, *Bomberman World* makes a triumphant return to traditional two-dimensional gameplay.

But you have never seen Bomberman like this before! *Bomberman World* sets you on a journey to battle the Dark Forces on five terrifying planets. Each planet contains three puzzling lands filled with strange homicidal

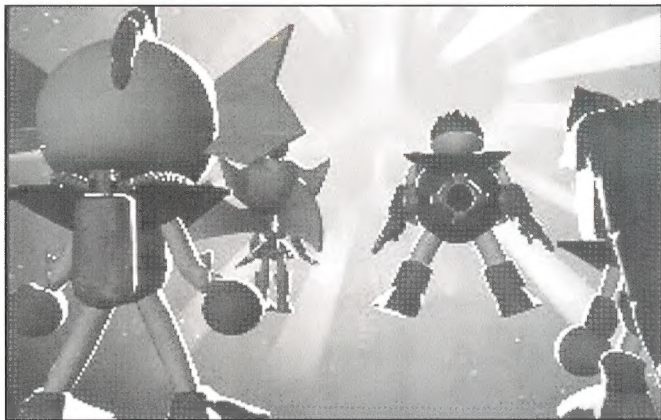




life forms to battle and fantastic bonus pick-ups to add to your arsenal of weapons as you journey toward the mighty **Burglar**, leader of the Dark Force Bombers. When each of these lands has been conquered and all of the crystal pieces collected, it's time to face your evil bomber counterpart. Even then, there is one giant elemental boss to defeat before progressing to the next planet, so you literally get plenty of bang for your buck.

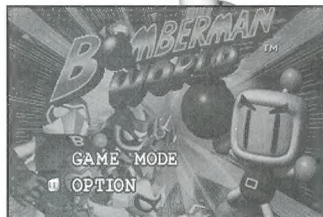
But even the final valiant battle is not the whole of the game—there are still the Challenge and Battle modes of play to test yourself against. Prove your bombing skill and efficiency in the Challenge Game, and then go on to perfect the ancient art of multi-character bombing on any of ten mind-boggling Battle stages. When you have beaten every last little bomber in the game, you can invite your friends over, challenge up to four of them to a showdown, and blow them all into the middle of the next millennium!

Now light the fuse and go!

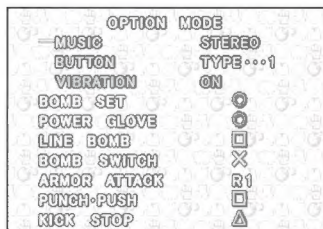


BOMBING BASICS

Before you can begin to overthrow the evil Burglar and his team of Dark Force Bombers, you need to know what Bomberman World has to offer. The three main modes of play—Normal, Battle, and Challenge—give different slants on the basic Bomberman concept that has been popular for so long. They're played in much the same way and use the same wide array of power-ups. Before lighting our first fuse, let's look at Bomberman World's options....



From the title screen you can select 'Option' and customize your game.



On the option screen you can turn off the music and alter the control settings.

OPTIONS

From the title screen, pressing the Start button on the PlayStation controller brings up the main menu. This has two main choices: Game Mode (Normal, Battle, and Challenge) and Options. Choose using the X button and ▲ if you want to go back to the previous screen. When you choose Options, you're presented with a screen full of choices, most of which relate to controls.

MUSIC

This option doesn't change the music itself but affects its output. Therefore, your choices depends on your PlayStation set-up. Unless you have a stereo monitor or your PlayStation is connected to a hi-fi music system of some kind, change the option from the default "Stereo" to "Mono." You may find it aids your concentration if there's no music at all, in which case you can switch it off.



There are times in the game where a little vibration can be very useful.

BUTTON VIBRATION

There are three types of control set-up. With a little practice, the default setting of "Type 1" is the best (it wouldn't be the default otherwise!), but you should take a look at the other two in case one seems more comfortable to you. "Type 2" is similar, the only differences being Armor Attack, Punch Bomb/Push Opponent, and Stop Bomb. "Type 3" is a different story—only Place Bomb and Punch/Push are the same as "Type 1."

Here are the actions and the buttons for each control set-up:

Action

Set Bomb

Power Glove (after collecting item and placing bomb)

Bomb Switch (detonate Remote Control Bomb)

Kick Stop (after using Bomb Kick item)

Line Bomb (with Line Bomb item)

Punch Bomb (with Punch item)

Push Opponent (with Push item)

Armor Attack

Armor Special Attack

Type 1

Type 2

Type 3



L1/L2



R1/R2

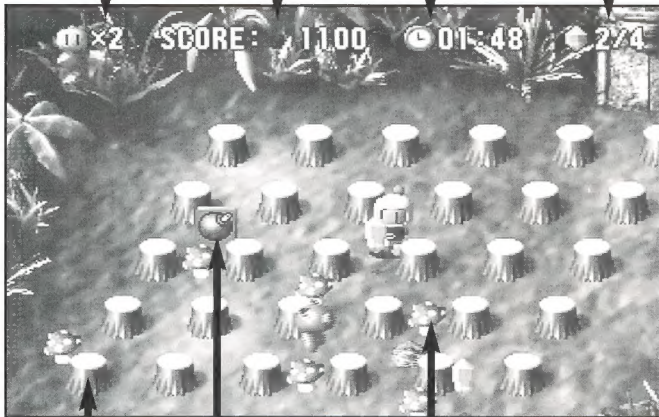
R1/R2



R1 (repeatedly) ▲ (repeatedly) ■ (repeatedly)

There's a separate controller option that affects every set-up—Vibration. You can only take advantage of this feature if you have a Dual Shock controller, but it's well worth it—you can actually feel the explosions as the bombs go off! Please note that the controller's analog joysticks are not used, just the vibration ability.

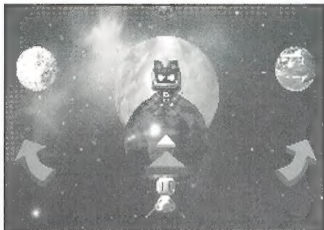
Lives Score Time Crystals



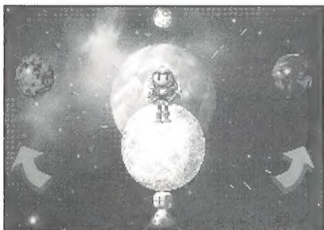
Hard block Power-up Soft block

NORMAL GAME

This is the main version of Bomberman World, where you control Bomberman in an attempt to defeat Burglar and his four Dark Force Bombers. These Bombers deputize for Burglar on four worlds, each representing one of the four basic elements: earth, wind, fire, and water.



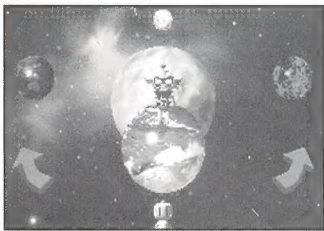
Planet Forest may be your first voyage into the world of Bomberman, but not the easiest.



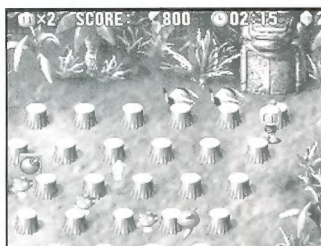
This spunky female bomber can cause you real problems on Planet Wind.



The hot headed boss of Planet Fire lies just three areas away.



Planet Ocean is the final regular stage to visit, but it's probably the easiest.



In Normal Game mode there are no bombers to contend with—just you and the elements.

NORMAL GAME OPTIONS

When you choose to play a Normal Game, you're presented with three options:

NEW GAME

If you're new to Bomberman World, this is the place to go. Alternatively, if you have played the game but aren't happy with your performance, go back here to start over from the very beginning.

PASSWORD

As you progress through Bomberman's quest, you're given four-digit passwords. Use the direction pad up and down buttons to change the number and the right button to move to the next digit. If you make a mistake, you can press the left button to highlight a previous number and change it. When you have displayed the desired password, press the \times button to start at the area recorded by it. (If you chose Password by accident, press Δ to return to the Game Mode screen.)

LOAD GAME

Whenever you lose all of your lives, you're given the option to save your game to a memory card. Load in a previously saved game with this option, but remember never to remove your memory card while loading or saving—you may lose the data it holds.

NORMAL GAMEPLAY

Before you can face Burglar, you have to defeat the four Dark Bombers, each with an associated planet. The earth, wind, fire, and water planets surround Burglar's world and you must work your way around them, starting with Planet Forest (representing earth). When that world is liberated from its Dark Bomber ruler, you can progress to the next one.

The first three areas (or levels) of each stage (or world) are like a "quest mode" for Bomberman as he searches for crystals. When a set number of these is found, indicated in the upper right corner of the screen, a door opens somewhere in the maze-like area. An area can consist of several sections, connected in various ways, so the time limit (displayed near the same corner) can become a real issue.

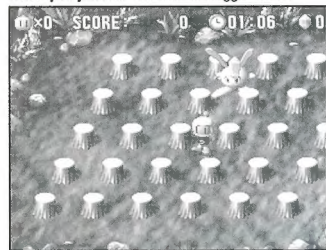
It's not always obvious how to reach parts of an area. Some you simply walk to, others require use of a conspicuous moving platform (you can't fall, so don't worry!). In trickier areas you must use bombs on parts of the maze to create a bridge or new path.

Various enemies guard the areas, delaying your progress and threatening your three lives. The enemies act differently, depending on their type—different speeds, intelligence, aggression, and abilities. Some can even swallow your bombs without causing themselves harm!

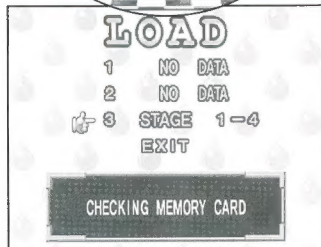
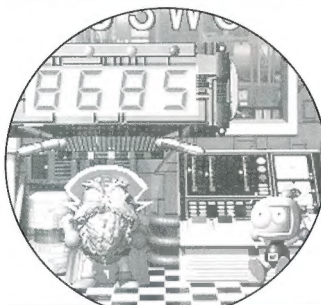
You don't have to rely on ordinary bombs, however. The areas are littered with blocks that form the corridors of the mazes. Some—hard blocks—are indestructible, but when you destroy the "soft blocks" positioned between them, a power-up of some kind is sometimes revealed. These make your bombs more powerful, allow you to plant more explosives at a time, speed you up, make you invincible for a while, and so on. For full details, see the "Power-Ups" section a little further into this section. On the downside, clearing away soft blocks can delay your progress.

After three "quest areas," you meet the planet's Dark Bomber boss. He or she arrives on an animal or vehicle, dismounts, and then taunts you in some way. Then it's down to battle, one on one. The bombers have different types of attack, like bouncing bombs or discs that home in on you, and different vulnerabilities, such as pausing immediately after they teleport.

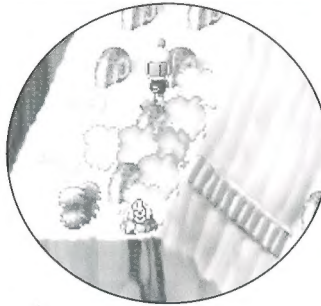
When you beat a Dark Bomber, collect the crystal that he or she gives up—only one is required on the fourth area of each planet—and take the animal armor that they arrived on! Armor acts like a shield, absorbing the next hit that you take but being destroyed in the process. Also, you have two extra attacks when you possess the armor. Trigger these



Every time a regular boss is conquered in Normal mode you get great new allies.



Not only do you get passwords for every area, you can also save your position too.



with the R1 button (using Type 1 controls). Armor attacks are generally a variation of multiple bomb launch.

You're going to need the armor because in the last area of each world, you face a giant boss. These are controlled from within by the Dark Bomber you just defeated, and they fight in a similar way, having different attacks and weak points. If you defeat the giant boss, the planet is freed and you can move on to the next world—but without the armor!

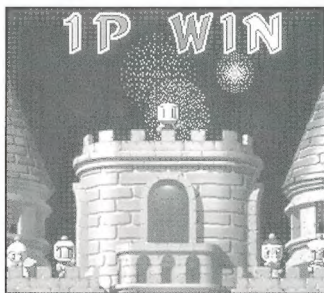
After the opening Planet Forest, you arrive at Planet Wind, guarded by Cyclone Bomber and Bassary. Next you face Fiery Bomber and Nyanjiro on Stage 3's Planet Fire before freeing Planet Ocean from Aqua Bomber and Ikaringer. Finally, you can access the central world—Planet Black. This time you meet the Dark Bomber's leader, Burglar, and his awesome robot, Koji, in one of the toughest fights you'll have in any game.

For full details of how to complete all five planets, read the walkthrough sections for each stage of the game.

When you lose all of your lives, which if you're a beginner Bomber is likely to happen sooner rather than later, you have three options: Continue, Save, or End.

If you choose to continue, you start your next game at the beginning of the last area you reached. If you want to save your game, you first choose one of three slots. Remember not to remove a memory card while saving. When you re-load a saved game, you begin on the last area you attempted. Should you decide to end your game, you quit to the Bomberman World title sequence.

You're given a fourth choice, although it isn't an option, as such. A four-digit passcode is given at the bottom, and if you enter this after the next time you choose Normal Game, you return to the area you died on, as with the Continue and Save options.



This is the scene you are aiming for when slogging it out in a Battle Game.

BATTLE GAME

For many people, this was the way to play—for many years and on many types of game machines, the Bomberman series was “just” a battle game. A number of players, some controlled by human gamers, others by the computer, scurry around single-screen mazes, attempting to kill one another. Acknowledged worldwide as one of the best multiplayer games of all time, it's only in recent years that the battle mode has stepped out of the limelight. Now, the adventure mode, like Bomberman World's Normal Game, is the leading style of play. Battle Game has two modes of play—Battle Royal and Maniac—and two sets of options.

BATTLE ROYAL OPTIONS

Between two and five Bombermen fight each other, either controlled by a player or the computer. For more than two human players, you need the multi-tap device that allows up to four controllers to be attached to the same PlayStation controller port.

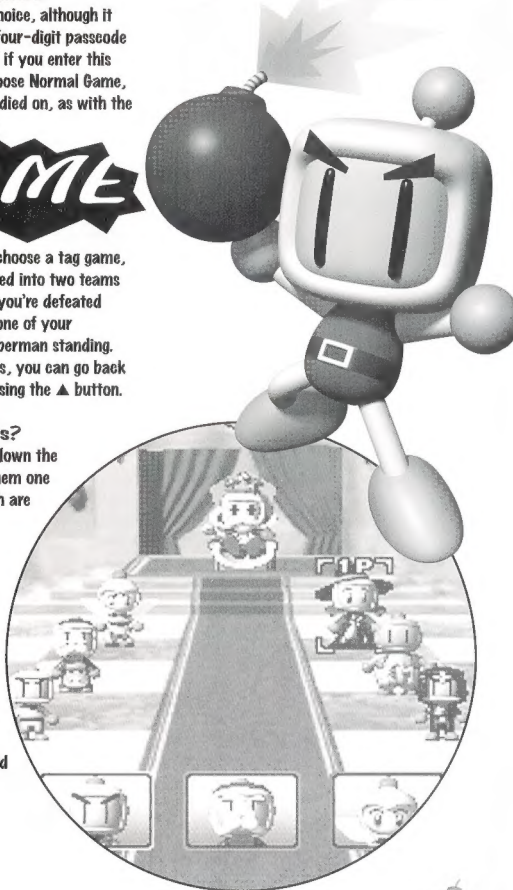
Single Match/Tag Match

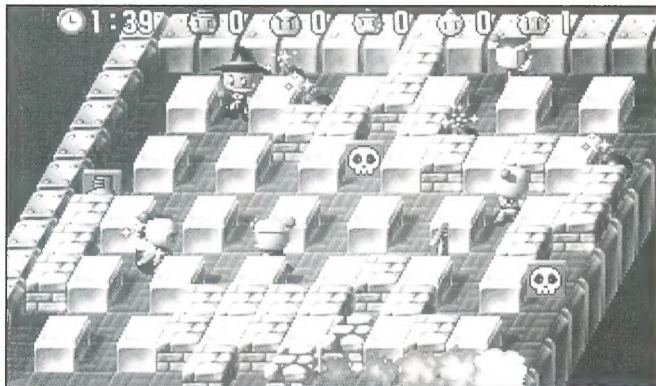
A single match is the standard version of

Battle Royal Mode. If you choose a tag game, the Bombermen are arranged into two teams before the battle begins. If you're defeated personally, you still win if one of your teammates is the last Bomberman standing. Like all other options menus, you can go back to the previous one by pressing the ▲ button.

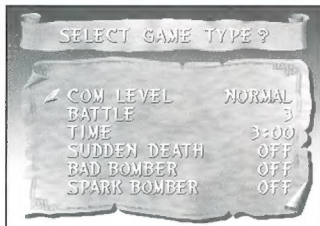
How Many Players?

Player numbers are listed down the screen and you highlight them one at a time and choose which are controlled by a human (“MAN”) and which are under computer control (“COM”). If you want more than two “MAN” players, you need a multi-tap device. You can also turn a player off, although you can't do that to more than three of them—a battle with less than two combatants would be very dull!





There are many weird and wonderful bombers to play as, or play against in the game.



You can spice up a Battle Game by changing any of the many variables.

Game Type?

This is the most variable option, since it consists of six options itself:

- **Com Level**—Easy, Normal, or Hard—determines the intelligence of the computer-controller Bombermen. If you want to concentrate on beating human opponents, set it to Easy; for the ultimate in combat, Hard.
- **Battle** refers to the number of battle rounds it takes to win the game, between one and five. After each battle, a flag is planted in front of the winner until one of the Bombermen reaches the required number.
- **Time** is set between one and five minutes, or you can have infinite time (the same as no time limit). When time is running out, you're told to "Hurry!" and the outer edge of the maze is blocked off.
- **Sudden Death** begins to fill the entire screen with blocks when time is running low. This drastic measure makes a drawn match unlikely!
- **Bad Bomber** is a way to affect the game after your death. You automatically reappear at the side of the screen and can move vertically, casting bombs into the arena.
- **Spark Bomber** isn't available in Tag Match. At the end of a battle, the winner carefully walks down a winding, moving maze, attempting not to touch the electrically-charged walls. The further he or she gets before hitting a wall or running out of time, the better the power-ups he or she receives to use in the next battle.

Select Character

Human players choose which Bomberman they want to control and which they assign to the

computer. As well as the usual Bomberman we know and love, there are seven characters, including Witch Bomber, Ninja Bomber, and Bishop Bomber. Their attributes aren't particularly important when controlled by a human, but their individual tactics and abilities come out when the computer guides them.

If you chose Tag Match, you also have to decide who is on which team. If there are three or the maximum of five players available, it's a difficult decision, since one side must outnumber the other.

Select Stage

The stage is the battle ground you fight upon. There are ten of these, from Standard, through stages like Jungle Tunnel, Slippery Valley, and Chimney Blast, to Seesaw Park. As well as being vastly different in appearance, the stages have features like pipes, teleports, mine carts, conveyor belts, and seesaws, plus the usual soft blocks to destroy for power-ups.

MANIAC OPTIONS

Maniac is the purest form of multiplayer Bomberman. The first three options are **How Many Players?**, **Game Type**, and **Select Character**. These options act exactly the same as they do in Battle Royal Mode. However, you don't choose a stage, but instead always fight in the green maze with stone blocks—the standard battle ground in Bomberman games of the past.

When the characters have been chosen, there are two things to adjust—**Select Item** and **Handicap**—before starting the game with the Battle Game option:

Select Item

Here you're presented with 15 of the power-up icons. These are not available: 1 Up, Invincibility Suit, Penetration Bomb, Power Bomb, Remote Control, and Time Freeze. Highlight the types of power-up you want in your game and press the \times button to set the number you want inside the maze's soft blocks. You can have a maximum of 60 power-ups, but only up to nine of the same type (if you allocate too many to any one type, press Δ to decrease the amount).

You can ignore Skulls to make your game easier, concentrate on strong power-ups like Bomb Up, Fire Up, and Full Fire, make your players more versatile with generous use of Push, Power Glove, Bomb Kick, and Punch

items—whatever you want. You can use the maximum number for a power-up frenzy, or use only a few power-ups to make them precious. You don't need any at all—your maze could be completely free of power-ups!

Handicap

If one of the human players is particularly more skilled at Bomberman than others, or a particular computer-controlled character is proving troublesome, make use of the handicap system. The default setting for every player is "1" (no handicap) but it can be individually increased in steps up to "5." Use the handicap system to even out the players or provide a challenging disadvantage!

BATTLE GAMEPLAY

Battle mode is simple to learn but hard to master. The basic aim is either to survive longer than the other players (from one to four rivals), or to at least be on the winning side, if you chose the Tag Match option.

Starting near a corner or the center of a single screen maze, there are usually "soft blocks" between you and your nearest opponent. Bomb the blocks to reach enemies, but remember to get out of range or shelter behind a non-destructible "hard block."

Destroying a soft block may reveal a power-up

icon, depending on how many you allocated in the Select Item section. Power-ups can increase your destructive power, give you new abilities, speed you up, or hinder you in some way—avoid the Skulls! As a rule, collecting power-ups increases your likelihood of victory.

The mazes in Battle Royal Mode have additional features such as teleports, conveyor belts, and tubes that affect the movement of Bomberman and their bombs. Learn where these are, how they work, then take advantage of them.

If you're still alive in the closing stages of a game—which is after only a matter of seconds, if you're using a single minute time limit, but can be over four minutes—a message tells you to hurry up. Soon after, the edge of the battle area is gradually covered with blocks. If you're struck by a falling block, you're out of the game.

If no one emerges as the winner when time runs out, the battle is declared a draw and played again. If you set an infinite time limit, this can't happen—the fight goes on until a victor emerges. If the Spark Bomber option is on, the winner earns power-ups by negotiating a narrow path under a time limit.

The battles continue until one of the characters has reached the target number (between one and five), as indicated by flags.

More information on Battle Game is given on page 66.

CHALLENGE GAME

This one-player mode is the simplest part of Bomberman World, but is still an amusing diversion. It's a high score challenge where you have to clear two screens of enemies, then defeat a boss character.

CHALLENGE GAME OPTIONS

There are two choices here, Mode Select and Item Type Select:

Mode Select

Choose two- or five-minute mode to complete the challenge. Obviously, if you give yourself five minutes it's a lot easier to destroy all of the enemies and collect bonus items to boost your score.

Item Type Select

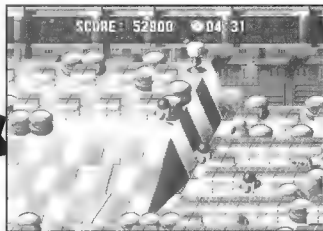
Luckily, you aren't expected to clear a two-screen in two minutes without a little help—you can take three power-ups with you. You can't choose any three you want, however. You must choose one of these combinations:

- Type 1: Power Glove, Fire Up x2, and Bomb Kick.
- Type 2: Remote Control, Full Fire, and Wall Bypass.
- Type 3: Line Bomb, Speed Up x3, and Bomb Up x2.

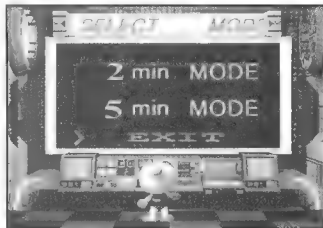
It's a matter of which you find most useful. Type 1 lets you throw and kick bombs, giving you lots of control. Type 2 lets you walk through soft blocks and detonate maximum range bombs by remote control, but enemies aren't smart and you need to destroy blocks for more



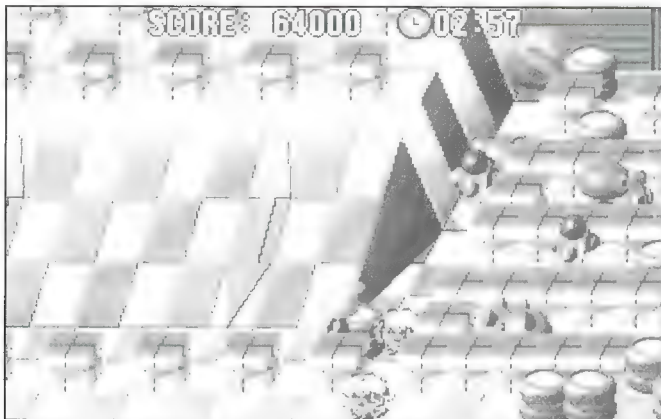
Even better than your own victory is when you team up against one solitary bomber.



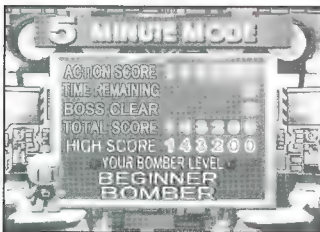
The Challenge Game may be wonderfully colorful, but danger lurks ahead.



There aren't quite so many options in a Challenge Game—just choose your mode.



Depending on which power-ups you have chosen, getting through this area in a Challenge Game is a breeze, but the boss is a different matter!



It's better than a blubbing Bomberman, but you must aim to reach higher than 'Beginner.'



power-ups. Type 3 is a good set-up because the additional speed and extra bombs are useful, and Line Bomb is good for destroying several things at once for bonus points.

CHALLENGE GAMEPLAY

Starting in the top-left corner of a bright, high-tech area, work your way down the screen, destroying soft blocks for power-ups and enemies for points. If you destroy more than two or more enemies at a time, you score more points than killing them separately, and likewise for soft blocks—up to four times the usual score. You can also pick up bonus letters for yet more points.

After moving across to the right of the area and then up, you find the exit. It leads to the Challenge Game's boss, a red, round robot known as Bassary, who you also encounter at the end of the second Normal stage, Planet Wind. He has three forms of attack: blades around his stomach spin around, he launches darts in all directions, and his head detaches and bounces around the screen.

If you die, your score is added up; likewise if you complete the challenge by destroying the boss within the time limit. The main part is your Action Score, earned by destroying things and collecting bonus letters. Then, if you conquer this game mode, you get points for every second remaining and destroying the boss. Your Bomber Level title is given, from "Worst Bomber" to better comments like "Average Bomber" and "Decent Bomber."

More Challenge Game details are given on page 88.

BOMBING PRINCIPLES

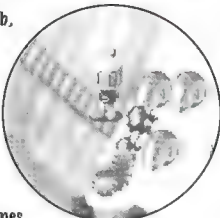
All of Bomberman World's gaming modes rely on the basic use of explosives. The principles of bombing are simple, but if you want to succeed, it's crucial that you understand them.

A basic bomb, planted at your character's feet using the ● button, takes a few seconds to detonate. Its blast occupies two squares in each of the four main directions—up, down, left, right—plus the location where the bomb used to be.

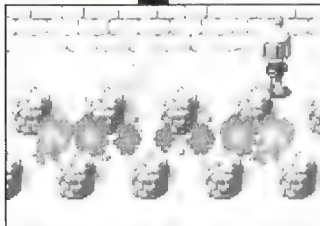
However, if a block is in one of those directions, the blast is cut off in that direction. For example, if there are blocks on the left and right of the bomb, the explosion will consist of a vertical line; if there are blocks above and

below the bomb, you get a horizontal blast.

If just one block is next to the bomb, a "T" shape is the result, sometimes upside-down or pointing to the left or right, depending on the block's position. The most devastating explosion results when the bomb is planted in the middle of a crossroads—the blast spreads in the four main directions, in a "+" shape.



To get another idea of how blocks affect bomb blasts, see the screenshots.



A blast is merely cut off by an indestructible "hard block," whereas a "soft block" does the same but is destroyed in the process. A power-up often appears in place of a soft block, giving you extra abilities. Details of every power-up are a little further in this section.

These power-ups have a direct affect on bombing. The Fire Up increases the range of the explosions—each time you collect one, the blast goes one square further in each direction. The Full Fire instantly increases your bombs'

range to maximum; Power Bomb does the same for the first bomb in a group.

To plant a group of bombs you need the Bomb Up collectible, otherwise you can't plant another bomb until the last one has exploded. Every time you collect a Bomb Up, you can plant another bomb immediately, up to a maximum group of eight. If you have at least one Bomb Up, you can plant a bomb to the left of an enemy, for example, then one below to restrict his or her movement and increase the likelihood of them being caught in a blast. If you can use multiple bombs to pin them in a corner, so much the better.

If any character is caught in an explosion, he or she is usually killed. Exceptions include boss characters, who require several hits to destroy, and a character who has an Invincibility Suit (operates for around 10 seconds) or Heart power-up, or is using armor taken from a Dark Force Bomber in the fourth area of a planet.

Obviously, you can avoid being damaged by an explosion by simply running away! As long as you're out of the bomb's range, you'll be fine, although you may blunder into an enemy or, in a Battle Game, another explosion. It's better to take shelter in the nearest safe area.

If the bomb is blocked off above and below to form a horizontal blast, go up or down the screen to a safe row; if it's a vertical explosion because there are blocks to the left and right, go to one side to a safe column. For "T" and "+"-shaped explosions, you need to be at a diagonal position, relative to the bomb.

Remember that you're safe behind a hard block, unless an opponent has the ability to throw or bounce bombs. Soft blocks offer temporary protection—after taking a hit, they disappear—and offer no resistance to the Penetration Bomb power-up.

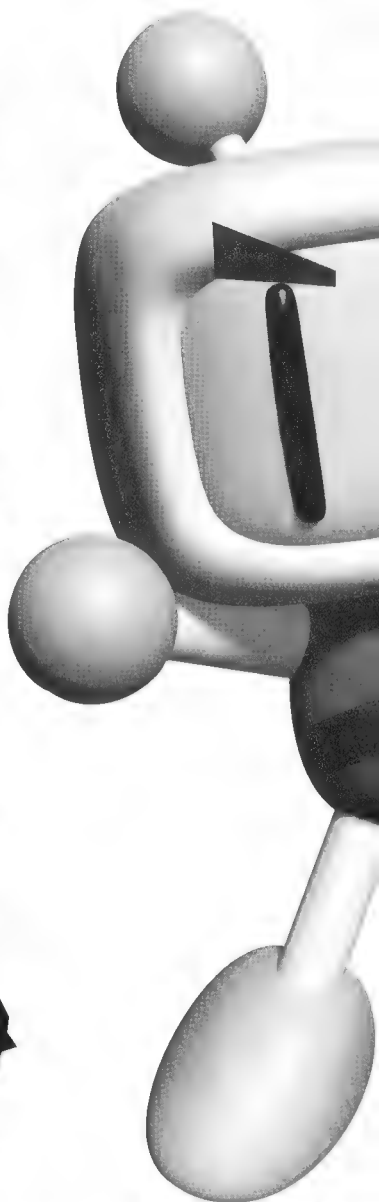
Try all the modes of play, familiarize yourself with what each of the power-up icons represent, and practice until bomb patterns and safe spots are second nature, then go out and conquer Bomberman World!

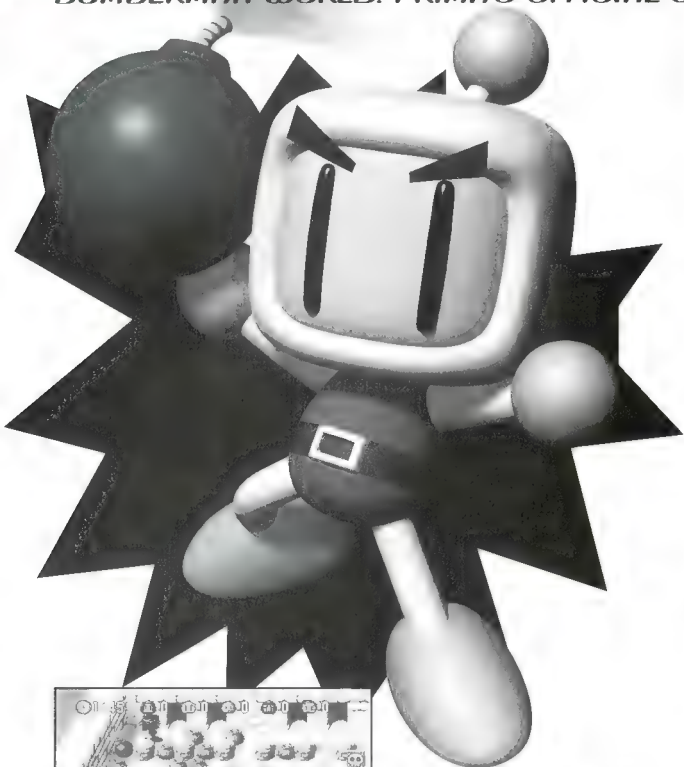
POWER-UPS

These appear when you destroy a soft block and have a wide variety of effects. Some affect the number, power, and type of bombs, others give you the ability to throw, kick, and punch bombs. You can run faster, push opponents, walk through walls and bombs, and

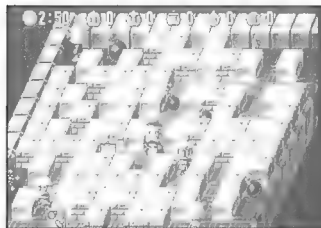
even become temporarily invincible. Give the Skull power-up a wide berth—it's always bad news! Not all types of power-up are available on all types of game.

As a rule, you lose all power-ups when you lose a life but keep Bomb Ups. When you





As with the Normal mode, power-ups are the key to victory in a Battle Game.



Multiple bombs are the most important power-ups in a multiplayer game.

die in the Battle Game, the icons you collected are scattered around the maze, giving surviving opponents a feeding frenzy of power-ups.



1 UP

First up, the most loved collectible in the world of video games! This adds another life to your quota. As you only begin Normal mode with three lives, 1 Ups are very important, but unfortunately they are also rare.



BOMB BYPASS

This gives you a ghost-like ability—you can walk right through a bomb as if it isn't there! This means you don't have to worry about a rival Bomber trapping you in a corner with explosives, since you can simply walk away! However, you are still hurt when you're caught in a bomb's explosion.



BOMB KICK

When you have this ability, simply run into any bomb to kick it. It slides across the screen until it hits an obstacle, opponent, or creature. Alternatively, press the **▲** button (control Type 1) to stop the bomb sliding. This allows you to target enemies from a distance and plant your bombs right where you want them.



BOMB UP

At first, you can only set one bomb at a time—until it blows, you can't create another bomb. Collect a Bomb Up, however, and you can position two bombs before the first detonates. The more of these pick-ups you collect, the more bombs you can use at one time, up to a maximum of eight bombs. This allows you to corner an enemy by blocking off his or her escape routes with multiple bombs and cause major destruction.



BUYOYON BOMB

This makes your bombs gray and squishy. It gives bombs the ability to bounce, once you get them moving by throwing or kicking them (using the Power Glove or Bomb Kick collectible, respectively). Bouncing bombs' movements are hard to predict, making them difficult for enemies to avoid.



CLOGS

These are the negative versions of Speed Up. Each time you collect the Clogs, your speed decreases by one level. However, since they don't have any effect after the third time you get them, but you can Speed Up nine times, you may want Clogs to moderate your speed and make your character easier to control.



FIRE UP

Together with Bomb Up, these are the most treasured collectibles for seasoned Bomberpeople. Each increases the range of your bombs' explosions by one block to a maximum of six in each direction. With the maximum Fire Ups, the explosion can span almost the entire screen, horizontally and vertically if the bomb is planted at a crossroads. Always be aware of your bombs' range, or you may be caught in your own explosion!

**FULL FIRE**

This is like collecting several Fire Ups at once, instantly boosting your bombs' range to maximum.

Be very careful when you collect this, as the sudden dramatic increase in the size of your explosions can catch you off guard—you must make sure you get out of range.

**HEART**

The Heart acts like a temporary shield. If you have it, you can survive an explosion or attack, a very useful buffer to have.

When you take some damage it disappears, so the next time you're hurt you lose a life—unless you gathered another Heart in the meantime!

**INVINCIBILITY SUIT**

A self-explanatory item. When you have the suit you can walk around without fear of harm...

for the 10 seconds it lasts. It protects you from explosions and enemy attacks, so make as much of the limited invincibility by acting as quickly as possible as soon as you collect the suit.

**LINE BOMB**

This only has an effect if you have collected at least one Bomb Up. You can use the ■ button (control Types 1 and 2) to plant all of your bombs in a line—that's up to eight explosives in one group for awesome destructive power! Such an explosion can be inescapable for a boss and can catch a few Bombers at once in a Battle Game!

**PENETRATION BOMB**

Normally, an explosion destroys any soft blocks it reaches but goes no further. With a

Penetration Bomb, however, the explosion can extend beyond soft blocks. This makes it perfect for Battle Games, as opponents will think they are safe behind a soft block, but in fact can be killed by the penetrating explosion!

**POWER BOMB**

This is a limited version of Full Fire. Rather than increase all of your bombs to maximum

power/range, it only boosts the first bomb of

your group. If you can only plant a single explosive—you haven't collected any Bomb Ups, in other words—it will seem the same as a Full Fire.

**POWER GLOVE**

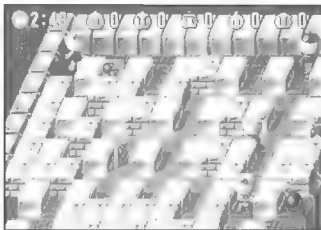
With only spheres for hands, Bomberman find it difficult to pick things up, particularly the huge bombs that they create. However, with the Power Glove you can press the ● button (control Types 1 and 2) to plant a bomb then press ● again to pick it up. You can walk around with the bomb and plant it wherever you choose. You can even throw it!

**PUNCH**

This is a less powerful version of the Bomb Kick. When standing next to a bomb, press the ■ button (control Types 1 and 3) to punch it. Rather than sliding till it hits an obstacle, as with the Bomb Kick, the explosive will be pushed sharply forward, hopefully into the path of an unsuspecting enemy.

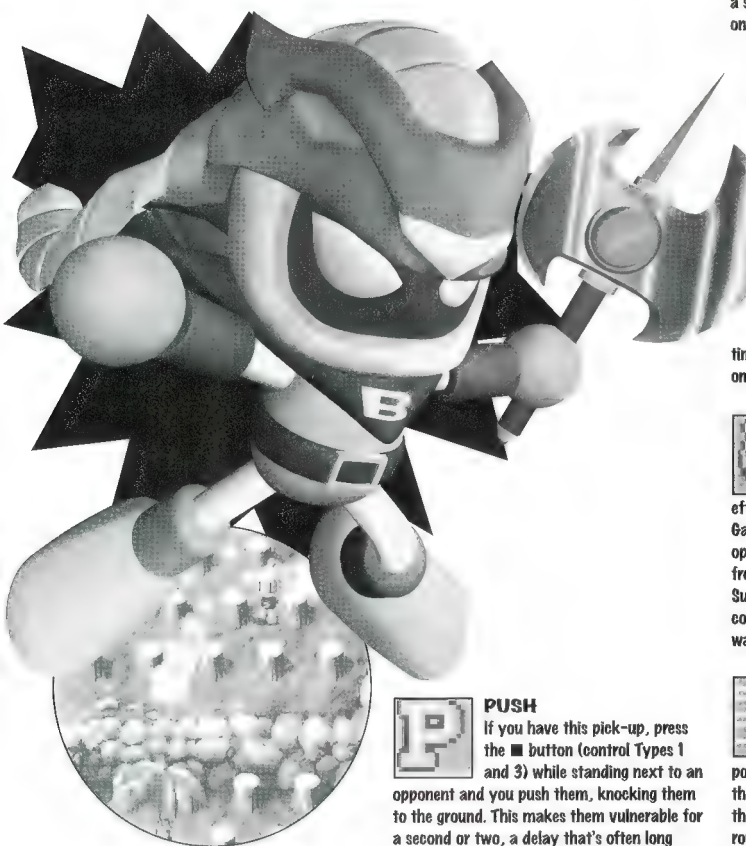


Learning how to set basic bomb traps quickly is essential if you want to win.



Don't get boxed into a corner when the game gets underway.





a safe position. Then, when an enemy is near one of your explosives, press the \times button (control Types 1 and 2) to blow them up. Remote Control Bombs are the way to precisely target a foe.



SPEED UP

An obvious one, this makes Bomberman move faster. You can keep collecting Speed Ups till you reach the ninth speed setting, but the maximum speed may be too much; Bomberman may be difficult to control. If so, look for the Clogs—each time you get these, your speed is reduced. However, the Clogs only work three times, so if you're at maximum speed, you can only reduce your pace to the sixth setting.



TIME FREEZE

As well as time, this collectible freezes enemies. Time Freeze works for eight seconds, effectively adding eight seconds to the Normal Game's timer, plus you can put bombs next to opponents who won't be able to run away from the explosion! As with the Invincibility Suit, dash right into action as soon as you collect the Time Freeze—you don't want to waste those precious eight seconds.



WALL BYPASS

If you're playing Normal Game, look for the little brick wall icon. If you have the Wall Bypass power-up, you can walk directly through all of the soft blocks! This makes it easy to reach all the crystals. And, because you can take any route, you can avoid confrontations with all of the enemies by simply giving them a wide berth.



SKULL

As you may have guessed, the Skull pick-up is a bad thing—when you see one, steer clear. The Skull is the only reason why you shouldn't destroy soft blocks and collect power-ups with wild abandon; collect one by accident and you will regret it. What makes a bad situation worse is the fact you don't know what will happen when you get a Skull; there are nine possible results, all of them bad. See the "Skull Effects" box for more details. The only consolation is that the effects are only temporary—you eventually return to normal.



PUSH

If you have this pick-up, press the \blacksquare button (control Types 1 and 3) while standing next to an opponent and you push them, knocking them to the ground. This makes them vulnerable for a second or two, a delay that's often long enough for your enemy to fall prey to a bomb. Note that the Push pick-up is available only in Battle Games—you can't push over the weird creatures that inhabit Normal and Challenge games!

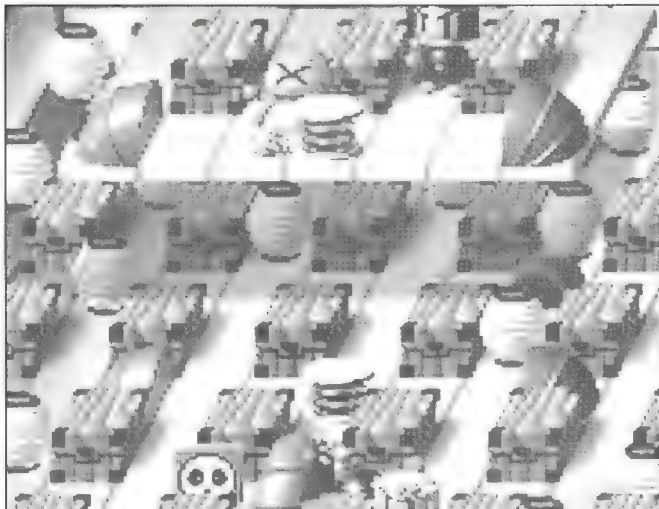
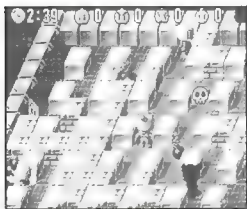


REMOTE CONTROL

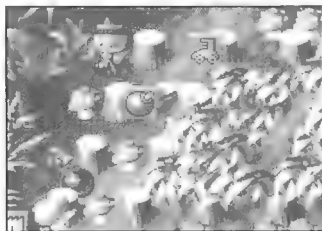
These bombs look much different from your ordinary explosives and act differently, too, in a very useful way. Remote Control Bombs are cylindrical, like short trashcans, and have a flashing light on the front and a rotating scanner on top. When you place any Remote Bombs, there's no need to run away or take cover because they don't explode—until you want them to. Plant the bombs and retreat to

SKULL EFFECTS

- The characters are shifted around the screen at random. This is really confusing in a Battle Game, but occasionally works in your favor
- Your bombs malfunction, exploding early—perhaps before you can get to safety—or fizzling out without causing an explosion.
- Your bombs malfunction, exploding after a longer than usual delay. This makes it more difficult to catch an enemy in an explosion.
- Your bombs are planted at random. You have no control over how you plant your explosives!
- Your bomb power is reduced. Unless you have collected more Fire Ups than you can handle, the shorter-range explosions work to your disadvantage.
- Your controls are reversed! Pressing the joypad in one direction sends your character in the opposite direction—very confusing!
- Your items are scattered around you. Quickly re-collect the power-ups before a rival gets them!
- You move around at random. When this happens you shouldn't plant a bomb, since you can't be sure that your Bomberman will be in a safe place when it explodes
- Your speed changes at random. This can make you too slow to escape an explosion or so fast that you accidentally run into one!



Skull power-ups will almost always have a bad effect on the Bomberman who collects them. For this reason either avoid them, or use bombs to destroy the icons.



Don't forget that icons can be destroyed, so don't place bombs near to important pick-ups.



PLANET FOREST

AREA 1-1

PASSWORD: 2180

CRYSTALS: 4

TIME: 3:00

This is the very first area of Bomberman World and, as such, is a piece of cake. It gives you the perfect chance to get a grip on the way the game works and how to control your character.

ENEMIES

CRAZY CATS

Full of boundless energy, these little creatures leap constantly around the maze, picking random routes around the paths. They have little in the way of intelligence, so you can easily destroy them with single bombs.

BOISTEROUS BULLS

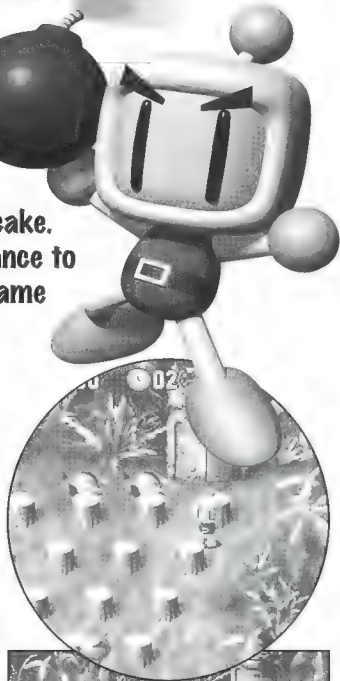
These baddies simply move around the maze looking for a Bomberman to attack. Once a bull spots our hero, it charges toward Bomberman in an attempt to run him down. This factor makes bulls a little more tricky to kill than crazy cats, but they should cause few problems at this early stage.

This area is a single screen with four blue crystals to collect before you can exit to the next. When the game starts, you must be very careful where you place the first few bombs, as it's all too easy to trap yourself in a corner and die before you even get going!

When you have cleared out some soft blocks (which take the form of mushrooms in



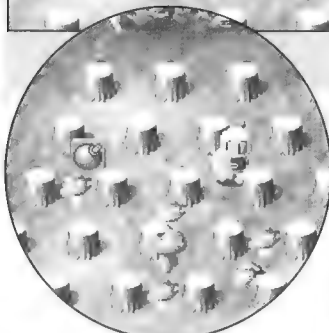
The first area is basic and offers you a good chance to become familiar with the controls.



Bomberman tries to take out the boisterous bull before grabbing the bomb power-up.



TIP
This area is very large on screen in size, so you can't see what you're up against from the start. Use this level to get a grip on the control method and the way Bomberman World works. You won't get a better chance to practice strategies than this!



Learn to set bombs so that you can take out multiple enemies at the same time.



Be careful when placing bombs next to power-ups as the explosion can destroy them.



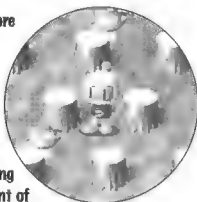
Before you exit the area, always make sure you've grabbed all the power-ups.

this stage), you can begin to take out the baddies that inhabit the area with some well-placed bombs. It's very important at this early stage to use your bombs to destroy pretty much all of the soft blocks, as these sometimes yield power-ups that give you the



Use the hard block logs to shield Bomberman from explosions when taking out enemies.

ability to drop more bombs, increase their blast range, and so on. For more details on power-ups, see the relevant section of "Bombing Basics" at the front of this book.



With the baddies out of the way, the soft blocks destroyed, and the important pick-ups collected, all that remains is for you to grab any crystals that you haven't already collected. Now exit through the huge stone door that lies in the top, right-hand corner of the screen.

TIP
Before exiting the Normal mode in Bomberman World, make sure you have had a thorough read of the "Bombing Basics" section at the front of this book. This will give you a good grounding in the ways of Bomberman before you start.

PLANET FOREST

AREA 1-2

PASSWORD: 1986

CRYSTALS: 6

TIME: 3:00

ENEMIES

SLIPPERY SNAKE

These little guys slither around the battle area attempting to bring Bomberman's quest to a premature halt. Despite their cute appearance, the snakes are a tricky enemy to kill because they can eat your bombs as soon as you lay them! However, when a snake has eaten a bomb, it becomes bloated and can only move around the maze slowly, making it a sitting duck. Simply drop another bomb in front of the helpless snake and stand back!

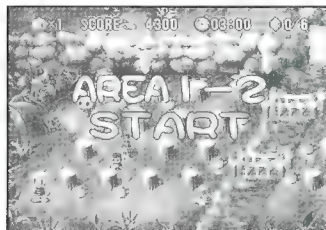
CRYSTAL MONSTER

The crystal monster is by far the strangest enemy encountered so far. This small creature has very short legs but a huge mouth that holds a crystal. You must destroy the monster with a bomb to free the all-important crystal. Because it can only move slowly, you'll have plenty of time to set up an unavoidable trap. When the explosion has passed, simply move in and grab the crystal.

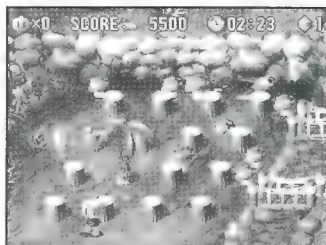
You start this second area in the bottom, left-hand corner of the map, so quickly clear some space by destroying the soft blocks around you. As before, take extra care here, because it's all too easy to accidentally trap yourself and die!

Next, kill the snake that lurks close to your start point. He'll eat the first bomb you lay in his path and slow down considerably, making him an easy target for a follow-up attack.

Now move in and lay a bomb at the base of the tree. Be careful to avoid the bunches of bananas that the monkey starts throwing at



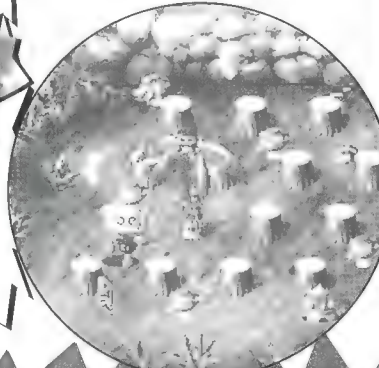
Once the action starts, make taking out the monkey your first priority.

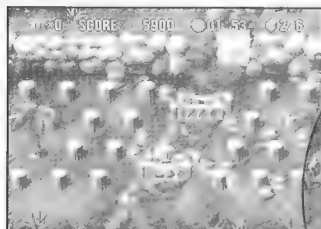


With the monkey out of the way you are free to grab crystals and take out the soft blocks.

you. Before the monkey can recover from his fall, quickly lay a bomb next to him and stand clear. If you have timed it right, he'll be taken out in the explosion.

The next thing to do is kill the crystal monster. Because he's really slow-moving, you can take your time and destroy him carefully





With the first screen cleared, it's time to move on to the second half of the area.



Once again, take out the monkey first as the bananas he throws can cause you problems while setting bombs. They will make Bomberman slip around!

and safely. Once he's dead, grab the crystal that he leaves on the ground.

All that's left to do in this first section is blow up the remaining soft blocks and grab the power-ups and, most importantly, the crystals. With this done, cross one of the two

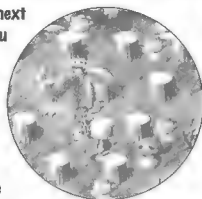


Soft blocks can be used to shield Bomberman from enemies and explosions.

bridges into the next screen, where you come up against two more slippery snakes and another tree-dwelling monkey.

Use the same tactics as before to take out the three troublesome pests. Take care with the snakes, as they tend to gang up on you, which can mean you get caught in a corner with no means of escape.

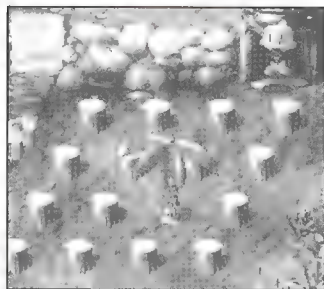
When all enemies are gone, grab the remaining crystals, destroy any remaining soft blocks, and collect the power-ups. Finally, exit the stage through the huge stone door found in the top, right-hand corner.



ENEMIES

MANIC MONKEY

The monkey leaps up into the tree as soon as the game starts, and he stays there until you take him out—Bomberman style! But, the monkey is prepared for a fight. As Bomberman approaches the tree, the monkey starts throwing bunches of bananas! While the bananas don't kill Bomberman, they stun him for about three seconds, which can be enough for one of the other baddies to attack! To kill the monkey, first lay a bomb at the base of his tree—this knocks him to the ground, where you can attack him like any other enemy. Simply lay a bomb in his path to finish him off.



Congratulations!
Area complete.

TIP

By this point, you should have got rid of all the bad guys of the game so far. You can concentrate on taking out the new bad guys—the snake, crystal monster, and monkey. You'll soon be grabbing the six crystals.

PLANET FOREST

AREA 1-3

PASSWORD: 1910

CRYSTALS: 6

TIME: 4:00

ENEMIES

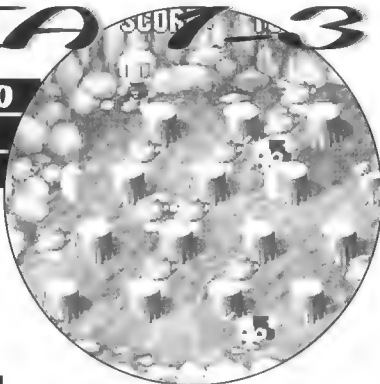
BOISTEROUS BULLS

These baddies return on the third area and are pretty much the same as before. They still move around the maze trying to find Bomberman and charge toward our hero in an attempt to flatten him. This characteristic makes bulls a potentially dangerous enemy, but you won't be harmed if you stay alert.

AGGRESSIVE ARMADILLOS

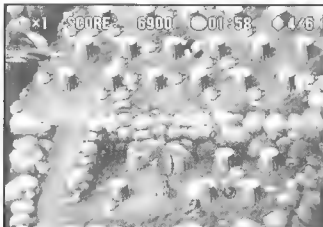
These are the toughest creatures so far; they're fast moving and relatively clever in their movements. The armadillos curl into a ball and roll around the maze, and in this form they kill Bomberman, if they can catch him. They can move in on you very quickly and take you by surprise when laying a bomb, so be careful. If you have the ability to drop more than one bomb at a time, which you should have by now, try and box them into a corner, as this makes killing armadillos much easier.

This third area is spread across three screens that you must make your way through, killing the baddies, grabbing the crystals, and collecting pick-ups, as usual. However, this is the point where things get a little more difficult.



On the first screen you have to take out two boisterous bulls, so use the same tactics as before. It also helps you greatly if you use the soft blocks to box your opponents in, making it impossible for them to escape.

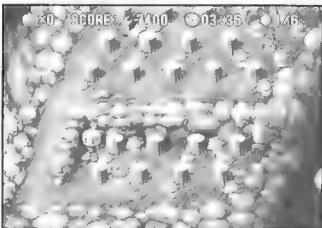
Now completely clear out all of the remaining soft blocks in this area and grab the pick-up. Be careful when doing this, as you don't want to accidentally kill yourself. You'll



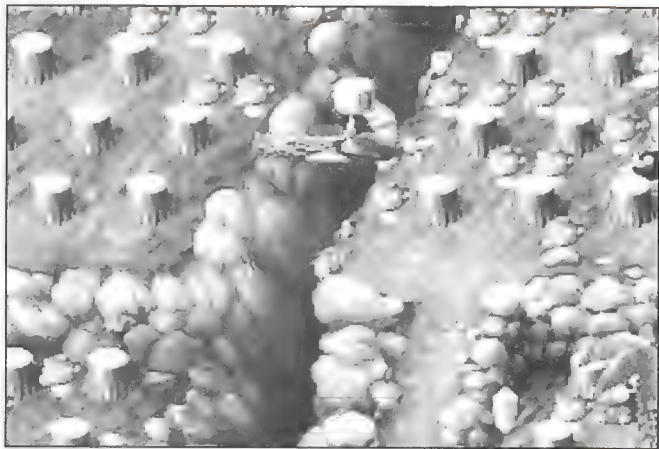
Always make sure this lower area is clear before you move on to the second half.

also find a number of crystals, so grab them before making your way down the short incline to the south of the screen, where you'll find your next task.

Here you meet a new enemy: the fast-moving and rather tricky armadillo. However, before you can deal with him you'll have to destroy the soft blocks in your path. With these gone, lay a bomb in the path of the



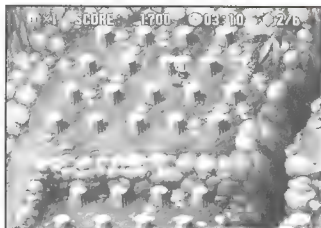
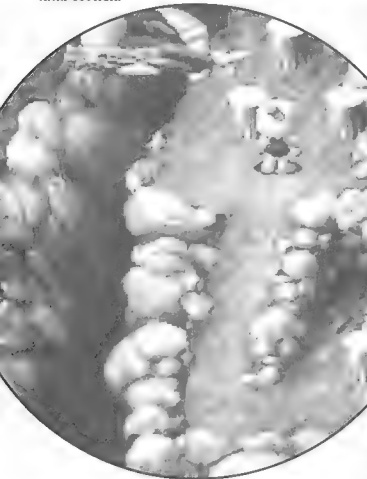
Take out the armadillo before moving in to grab the crystal and power-ups.



Once on the other side of the log the layout of this area is the same as before—visit the lower section.

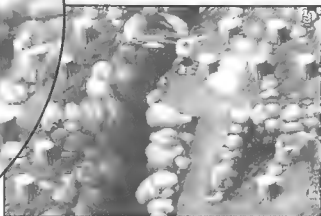
armadillo, then quickly retreat to safety. You should try and leave a few soft blocks around the armadillo, as this narrows down his movements, making him much easier to kill.

With the second section clear, grab any remaining crystals, then return to the first section via the ramp to the west. Back in this otherwise empty section you should see a tree. Place a bomb at the foot of this and it falls over, forming a bridge that lets you access the final section.



Use a well placed bomb to turn the tree into a makeshift bridge—then cross!

In the last part of this area, destroy another bull before clearing the soft blocks and grabbing the power-ups. Now head south, down another short incline, and take out the mole that lurks near the tree. Finally, grab the remaining crystals and make your way to the exit. This is found in the top, right-hand corner.



Be careful when placing bombs when you start the second half because space is limited.

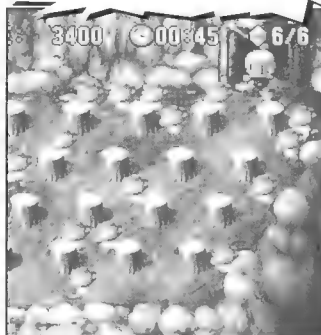
TIP

Because the area has a number of different sections to complete, half the battle is actually staying alive long enough to complete the half-way point. From this point take extra care as dying at this late stage is very frustrating!

ENEMIES

MISCHIEVOUS MOLES

The mole is encountered in the final stages of the area and shouldn't cause you much trouble. When he moves along his tunnels beneath the maze, all you can see of the mole is the ground moving above him, making it tough to spot him. Every so often the mole comes up for air, and this is when you should be looking to take him out. Try to surround him with bombs as soon as his head comes above ground, then retreat to safety!



With all the crystals collected make your way to the exit and get ready for area four!

PLANET FOREST

AREA 1-4

PASSWORD: 2911

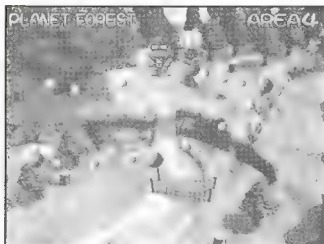
CRYSTALS: 1

TIME: 3:00

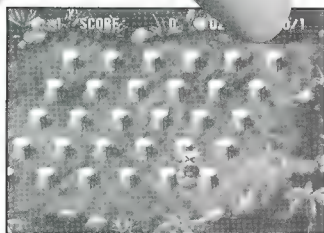
This is your first encounter with the Dark Force Bomber of Planet Forest.

He's your main rival here and you must defeat him

if you want to continue your quest. Earth Bomber enters the battle area on the back of a Teebo, an armored animal that looks like a rabbit and has amazing jumping ability. He leaps from Teebo and tells Bomberman that he has no chance of defeating him, and then the battle starts!



Area four brings your first encounter with a Dark Force Bomber—the Earth Bomber!



The Earth Bomber attacks quickly and can kill Bomberman in seconds—take care!

TIP

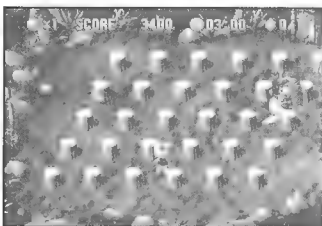
This area is your first boss fight. It also represents your first real challenge in the game. The Earth Bomber is quite a tricky opponent who has a rolling attack that proves tough to avoid. You must hit him twice to be victorious.

Earth Bomber has the ability to roll up into a tight ball and spin around the maze with amazing speed. While he's in this form he

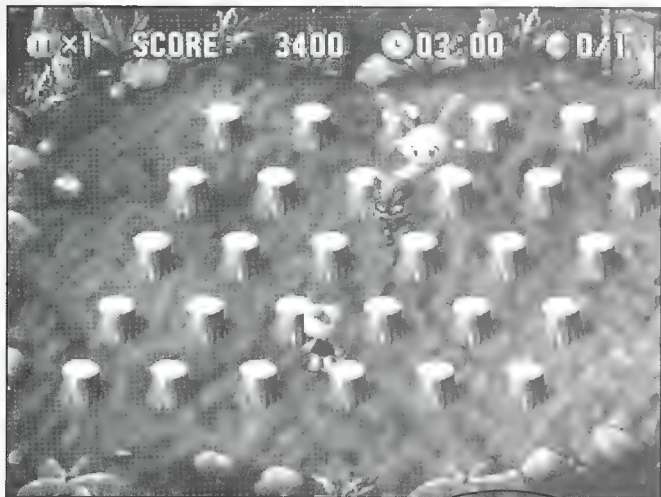
cannot be hurt by explosions, so watch yourself.

Wait for him to transform back into his normal form and walk around the maze, dropping bombs as he does so. This is when you can move in and attack. Earth Bomber is a clever opponent and knows when and where you place a bomb, either avoiding it completely or walking around it in safety. This makes him tough to catch.

The best tactic is to wait for him to turn into a ball. As he rolls around the area, lay a bomb in his path and he'll roll into it and stop. It takes about three seconds for him to return to his standing position; if you time it correctly, this should be just long enough for



The dastardly Earth Bomber rides in to the area on Teebo, his animal suit of armor.



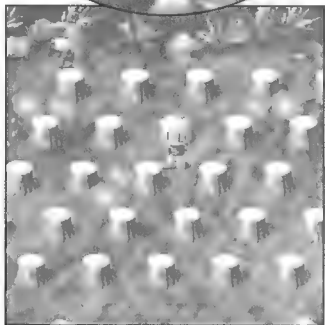
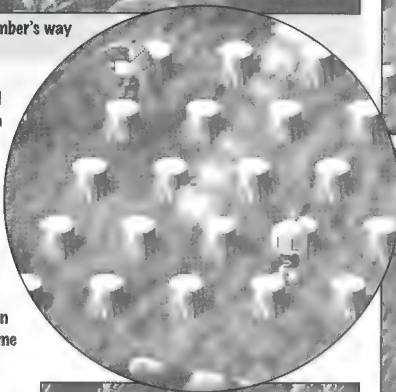
Once the battle starts, get out of Earth Bomber's way as his rolling attack is deadly!

your bomb to explode and damage him. Timing is crucial when laying the bomb, and you must also be very careful to retreat to a safe distance before he moves toward you—if he gets too close, he could detonate the bomb before you have a chance to make it to safety, so you'll be caught in the explosion.

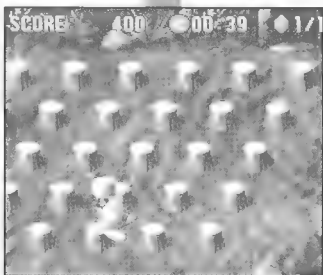
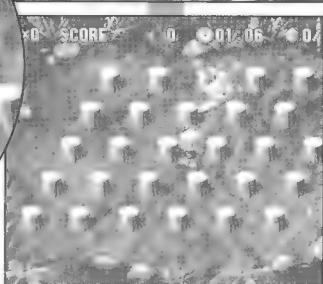
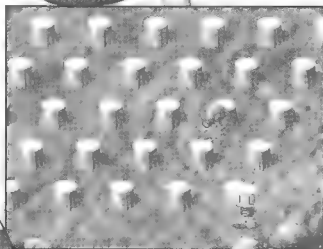
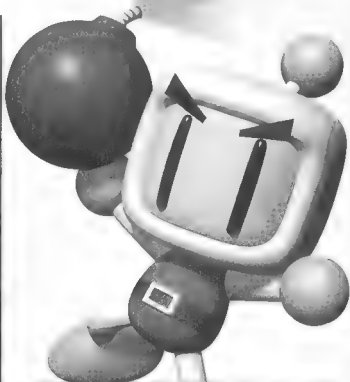
You must hit the Dark Bomber twice to kill him, so use the tactics we have outlined. Rushing is the worst thing you can do; this makes mistakes likely, which usually result in your death! Use most of the three-minute time limit and, with a little practice, you should soon finish off this first boss.

When you have killed Earth Bomber, grab the final crystal and, more importantly, Teebo, the armored vehicle character that the Dark Bomber used at the start of the battle.

This rabbit-like creature can leap sections of the maze and avoid bombs, making him an excellent ally to have as you take on the giant boss in the last area.



The trick is to place a bomb as the Earth Bomber rolls toward you.



With the battle won, leap onto Teebo and prepare for the final area!

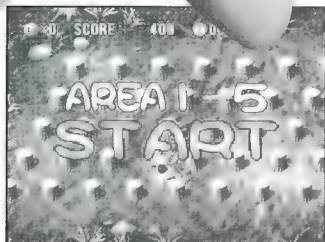
PLANET FOREST

AREA 1-5

PASSWORD: 1060

TIME: 3:00

This is where you meet the giant boss character of Planet Forest, a huge tree called Trent. The Earth Bomber who you've just defeated appears once again, and then takes control of the big boss for this final battle. You must defeat Trent in order to complete this first planet.



This is it! The final battle of Planet Forest. You'll have to draw on all your skills here.

TIP

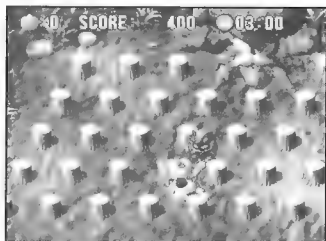
Here he is, the final boss of the first planet. The boss is Trent and he takes the form of a walking tree. Trent has a number of attacks at his disposal but the fruit bombs are by far the most troublesome. You must dash toward him and plant a bomb in his path, then retreat to safety.

Once the giant boss has appeared, it shines a yellow light onto the Earth Bomber and beams him aboard. Now the battle starts, so get ready!

The giant tree can attack in one of three ways. First, he can attack with pink pollen projectiles that he fires directly ahead in

groups of three. Steer clear of these, as they kill on impact.

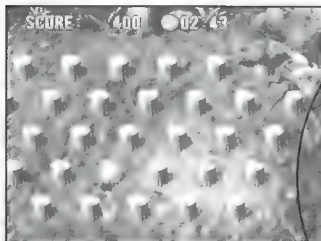
His second form of attack is to drop falling fruit bombs. Trent shakes his leaves and five bombs fall into the battle arena directly in



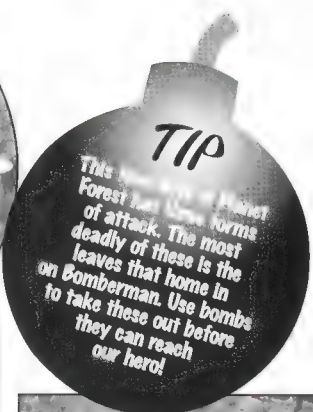
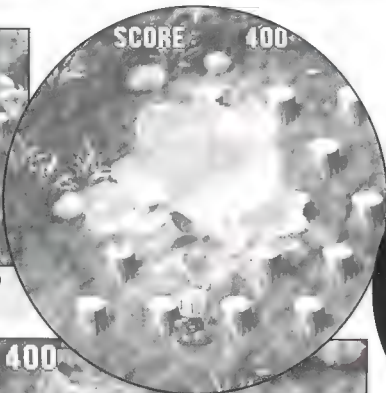
Before the battle starts the Earth Bomber takes control of the giant boss.



This huge tree attacks in a number of ways. With a bit of patience you should finish him!



Take advantage of the situation—move to the top and place bombs in Trent's path



Successfully placing bombs in Trent the tree's path takes patience and timing—you'll soon master this technique.

front of him. You have about four seconds to find a safe spot before they detonate.

His final and most potent attack takes the form of three leaves that he drops into the area. They home in on Bomberman, killing him if they make contact. To stop this attack, lay a bomb (or better still, a group of them) in the path of the leaves and destroy them. The leaf attack is easily the trickiest to stop, so watch out!

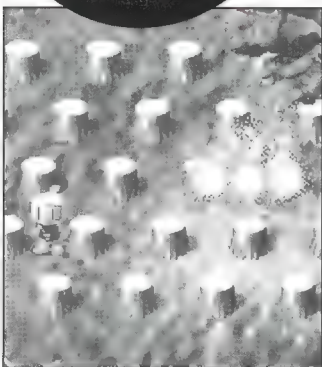
While avoiding these attacks, move in close to the giant tree and lay a bomb in his path. He's usually caught in the explosion. You only need to score five hits to kill Trent, so just take your time and don't panic. If you can avoid his various forms of attack (with a little practice, this isn't difficult), you have a full three minutes to destroy him.

Don't forget that you have the jumping

ability of Teebo to help you avoid Trent's attacks and leap the blocks in the maze. Also, being on the back of Teebo effectively gives you a "safety net," because the first hit you take kills Teebo, not you! You can continue your battle on foot, as usual.

When the giant boss has been hit the required five times, he disappears, and Earth Bomber is trapped inside the crystals you have collected throughout Planet Forest! Congratulations!

It's time to start stage two—Planet Wind!



This deadly pollen attack is Trent's most potent. Avoid it at all costs.



PLANET WIND

AREA 2-1

PASSWORD: 2008
CRYSTALS: 5
TIME: 5:00

ENEMIES

CRYSTAL MONSTERS

These are the same as the monsters on Planet Forest, so don't expect any real surprises from these guys! As before, this creature has short legs but a huge mouth that holds a crystal. When you destroy him with a well-placed bomb attack, the crystal is freed. As with earlier crystal monsters, the ones here on Planet Wind only move slowly around the maze. You have plenty of time to set up a trap and kill them. With that done, just grab the crystal!

PUDDLE PEOPLE

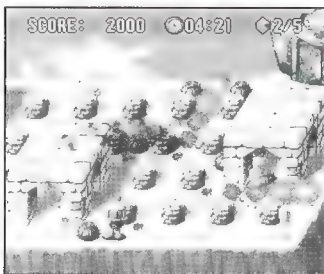
These little people make their first appearance on Planet Wind and can cause a few problems if you're not careful. When they move around the maze, they turn into nothing more than a puddle of water; they can move quickly and are tough to spot when moving between the larger blocks that make up the mazes. Wait for them to stop moving and return to their humanoid form, then lay a bomb nearby and watch them evaporate!

You start Planet Wind's first area in the bottom left-hand corner of the maze. There should be two puddle people to the north and a stormy spike to the east, so you have to get right to work.

Take out the puddle people with two well-placed bombs. Just be careful not to box yourself in, because you haven't had a chance to clear out the soft blocks. Incidentally, the soft blocks take the form of small cacti, but you destroy them the same way as the mushrooms from the first stage, with a single bomb.

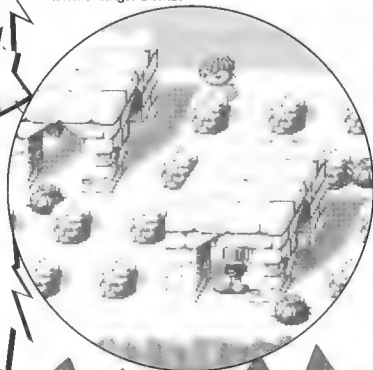


These stone buildings can obscure your view of the action—beware when going behind them!



As there are only five crystals to pick up here, your job is soon done.

With the puddle people gone, use a couple of bombs to take out the nearby soft blocks and grab any power-ups left behind. Take extra care while moving through this first section, as the two large stone buildings can obscure your view of the battle area, so it's easy to run into an enemy who you can't see.





These crystal monsters can cause you real grief in the closing stages of this area.

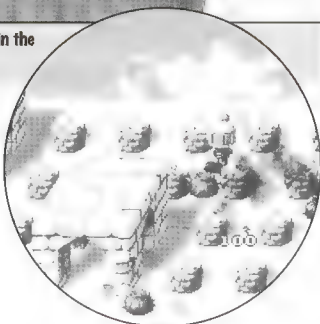
Nothing is more frustrating than losing a life and your power-ups this way.

Now you need to take out the stormy spike who lurks to the east. As mentioned earlier, these guys are easily the most difficult opponents you've come up against because they fire lightning projectiles at you that are impossible to block. The key is to avoid standing directly in front of him so he can't get a clear shot at you. Now lay a bomb (or better still, a group of them) in his path and stand back!

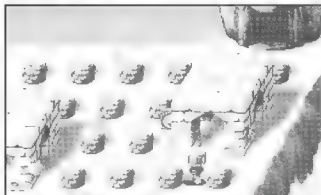
With this guy out of the way, make your way east, collecting the crystals on your way. It also pays to take out the soft blocks with bombs as you go. The power-ups they yield come in very handy as things get tougher in the coming areas.



The stone buildings may obscure your view but remember—they can shield the blast!



To the far east are another stormy spike and a crystal monster. Use the same tactics to take them both out, and don't forget to grab the crystal. Now you just have to take out the last few soft blocks for power-ups, grab the remaining crystals (if there are any) and exit through the stone door in the top, right-hand corner.



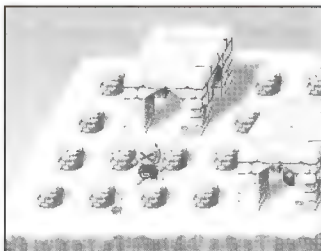
With the whole area cleared, and the doors open, it's time to get outta here!

ENEMIES

STORMY SPIKE

This is one tough enemy, making his first appearance in the first area of the windy planet.

The stormy spike is a head floating on a dark cloud. The thing that makes this weird baddie difficult to fight is that he fires lightning projectiles from the spike on his head. These projectiles kill Bomberman on contact. The trick is to never stand directly in the path of a spike, as this means he won't be able to use his lightning attack. Lay a bomb in his path then retreat out of his—and the bomb's—way!



Always watch where you're standing. Bomberman is always open to attack.

TIP

This level is full of new and deadly traps, like conveyor belts, tornado blasts, and floating rockets. Take care and use this first stage to work out the best way to tackle the new features.

PLANET WIND

AREA 2-2

PASSWORD: 0718

CRYSTALS: 6

TIME: 5:00

ENEMIES

CRAZY CLOCKS

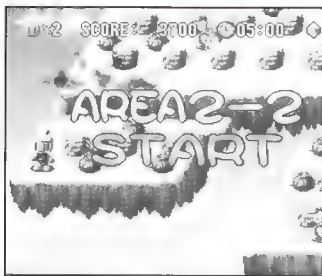
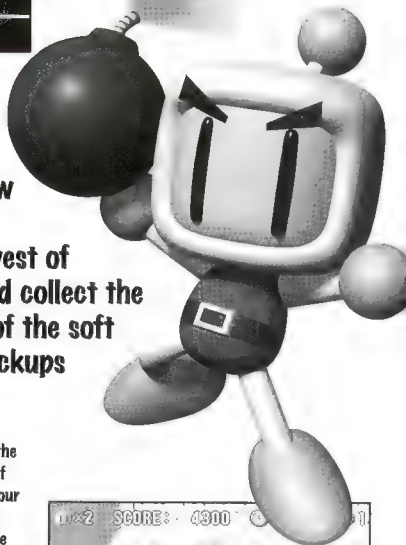
The mutant clocks are slow, but they have a projectile attack that makes them deadly from long range! This means that, as with the stormy spike in the previous area, you shouldn't get in the path of the clock. Instead, use the blocks that make up the maze to set up traps and catch this troublesome foe without risking your life.

The second area of Planet Wind is the biggest you'll have seen so far. It's split into a few sections. You start on a small island to the far west of the area. Here you should collect the crystal and destroy all of the soft blocks, collecting any pickups you encounter.

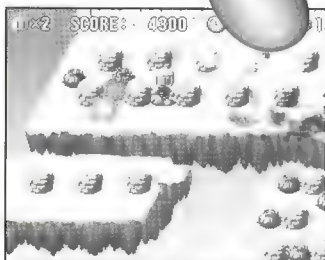
Now use the small moving block to access the large island to the north. You cannot fall off this block and it's impossible to misjudge your jump on and off it, so don't worry, even if your Bomberman shouts out "Danger!" while standing on it.

When you get off the small moving block, quickly take out the crazy clock that patrols the platform nearby. A well-placed bomb should do the trick nicely. Now grab the two crystals nearby and any spare power-ups. Head east down a short flight of steps onto the next and largest section of the area.

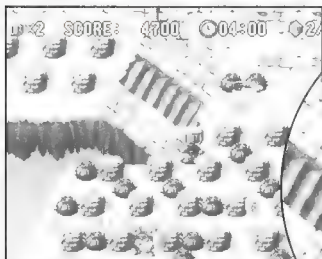
This large grid is full of soft blocks, so make it your first job to take out most of them. When that's done you'll find that the area is easy to complete, plus you should have



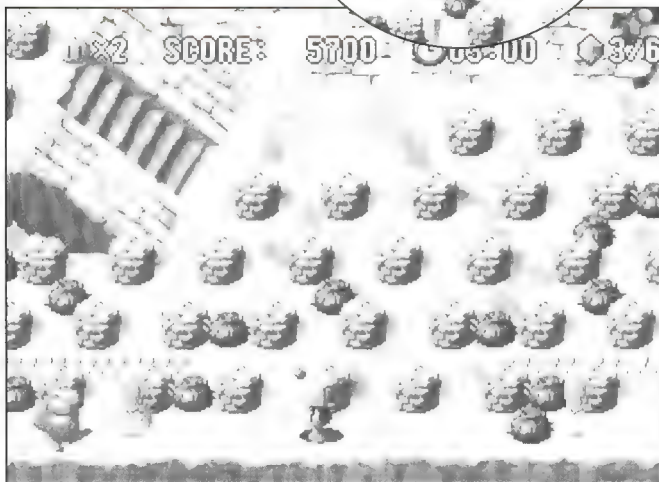
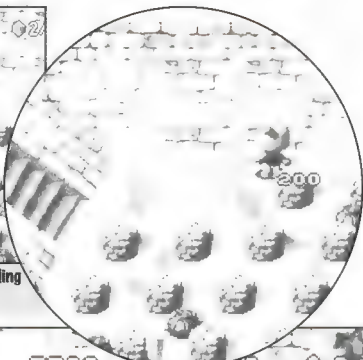
First things first, get off this pokey little island and start exploring.



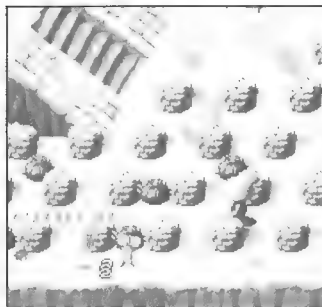
Once you've made it onto the mainland, you should watch out for the marauding creatures.



This tightly packed area is simply crawling with danger—stay on your toes!



Avoiding the crazy clock's projectile move, it's time to get rid of the cacti and start searching for some serious power-ups!

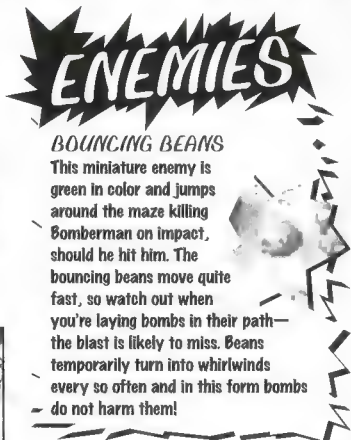


This mutant mess below Bomberman was once a crazy clock—that's the power of bombs!

found plenty of power-ups in the process. Now work your way around the maze, collecting the all-important crystals and killing the baddies for those few extra points. Be careful, as dotted around the maze are mini whirlwinds that blow Bomberman backward. While they can't kill you directly, it's all too easy to be blown into an oncoming bad guy!

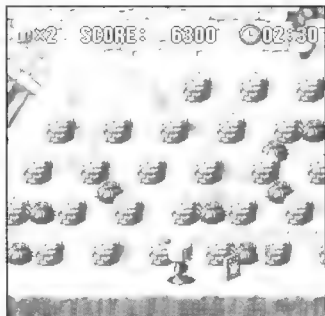
The other interesting features of this level are two moving sections of platform. These act like escalators that you can use to send bombs rolling down toward bad guys or soft blocks. Just be sure you don't get caught by the bomb moving within range of you before it explodes, as killing yourself in this way is frustrating.

When the six crystals are yours, head for the exit.

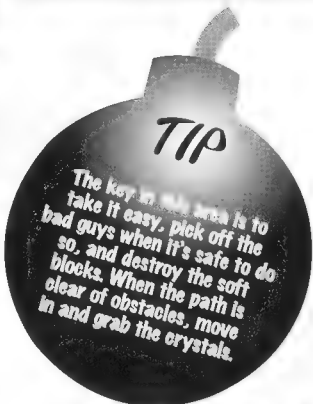


BOUNCING BEANS

This miniature enemy is green in color and jumps around the maze killing Bomberman on impact, should he hit him. The bouncing beans move quite fast, so watch out when you're laying bombs in their path—the blast is likely to miss. Beans temporarily turn into whirlwinds every so often and in this form bombs do not harm them!



The area may be safe now, but try not to blow yourself up on the moving sections.



TIP
The key in this area is to take it easy. Pick off the bad guys when it's safe to do so, and destroy the soft blocks. When the path is clear of obstacles, move in and grab the crystals.

PLANET WIND

AREA 2-3


PASSWORD: 1704
CRYSTALS: 6
TIME: 5:00

ENEMIES

CACTUS CREATURE

This enemy is like three adversaries in one! Each of the three cactus segments must be killed individually—two hits for the first two segments, a single bomb blast for the last part—so you must score five hits to kill this tough bad guy! The other thing that makes the cactus creature so deadly is the speed at which it locks onto Bomberman's position and moves in for the kill. It can fall to the ground and strike him, then "stand up" again to move along. Quickly lay bombs to score hits while avoiding corner traps.



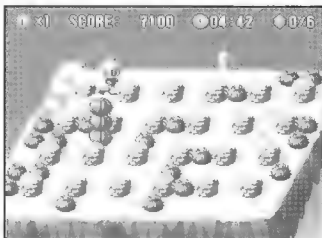
BOUNCING BEANS

They're back again in this area! Despite their size, the beans kill Bomberman if they make contact with our hero. The beans jump along quite quickly, so, unless you have the Remote Control pick-up, your timing needs to be excellent. They can transform into small whirlwinds; in this form, they can't be hurt by bomb blasts.

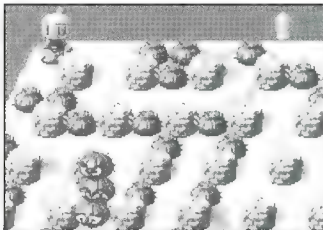


The first few minutes of this area are the trickiest you'll have battled through so far. You start in the top left-hand corner of the maze, surrounded by soft blocks. A cactus creature patrols this area; when you blow up some soft blocks to make space, the cactus freak heads for you. You have to kill him in a real hurry, before he traps you in a corner.

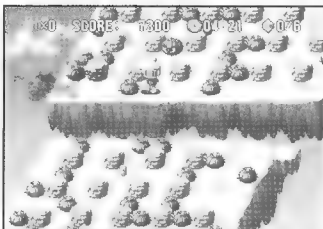
When you have scored five hits and killed the cactus creature, it's time to deal with the bouncing bean who starts a follow-up attack. With this guy, time is of the essence. When



The idea is to destroy the villain with three bombs while you still have cover.



This cactus creature looks out of reach now, but when the blocks are gone—look out!

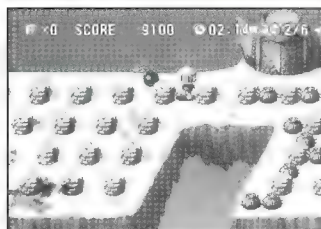


You thought this platform was easy—the one below is tougher!

he's jumping around the maze, he's easy to kill if your timing is good. If he turns into a miniature whirlwind, he blows right through your bombs and you'll probably be killed. You must quickly set bombs around the bean while it's vulnerable. Be sure to plan an



Bomberman may complain when being transported on these platforms, but don't worry, he's perfectly safe—until he reaches the other side!



The exit is situated in the center of the area, once the crystals are bagged—use it!

escape route through the maze, just in case the bean changes form and you need to retreat in a hurry!

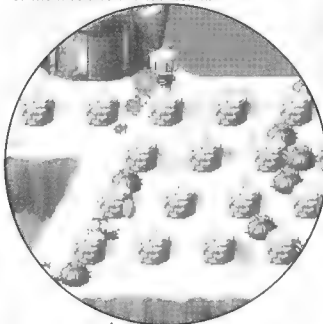
Now use the small, moving block to the south to gain access to the smaller section of the area. Here, you must take out a few of the soft blocks to give yourself room to set a trap for the bouncing bean that patrols this platform. After that, simply grab the crystal(s) and any power-ups that are lying around, then go back to the main section.

Now go north, then east. This takes you into the next section of the area, where clearing soft blocks is your first job once again. Another cactus creature roams this area, so be careful—the moment it gets a chance to home in on you, it will! After you've cleared the blocks and killed the cactus, go for the crystals. Next, go to the south and use another moving block to reach

a smaller area of the maze. If you haven't already got the sixth and final crystal, you'll find it here. There may be some power-ups to find, too. Take care, as this final section features whirlwinds that blow Bomberman backward, and this can box you into a corner or, worse still, blow you into an enemy.

In addition to the whirlwind problem, you're faced with a new enemy: the bomb eagle. This feathered adversary swoops down and grabs bombs whenever it can. To kill this bad bird, try laying a string of bombs a short distance from its current location; the bombs will explode as the eagle approaches, and he won't have a chance to pick any up!

With the final crystal collected, you can make your way back across the moving block and to the exit, which is in the middle of the maze to the far north.



ENEMIES

BOMB EAGLE
This feathered fiend is a real pain, but luckily he appears on Planet Wind only once. The eagle swoops around the maze looking for bombs, then picks them up in his talons and tries to destroy Bomberman with his own device! The bomb eagle moves quickly and can be tough to kill. The best tactic is to set a chain of bombs at least three or four steps away from him, then he'll fly into an explosion.

TIP

In a small amount of new space to deal with, you'll find that this area is the biggest so far, with six crystals to collect over more than four screens! Once again, take your time—rushing your way through usually results in death!



If you have time, it's always good to check out what lies ahead—just in case!

PLANET WIND

AREA 2-4

PASSWORD: 1401

CRYSTALS: 1

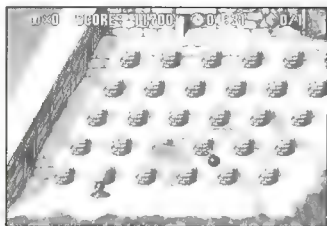
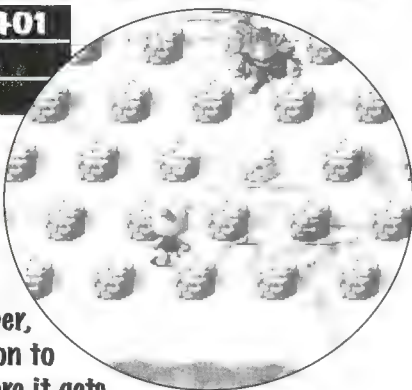
TIME: 5:00

It's time to take on the second of the Dark Force Bombers. This time you're up against a female called Cyclone Bomber, and she's on a mission to stop your quest before it gets any further. Your rival enters the battle arena in her robot suit and, after a few insulting words, the fight is on!

She moves around the maze dropping one or sometimes two bombs. When both have been set, she levitates and commands the wind to blow the bombs around the maze! You must



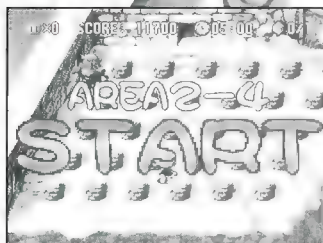
When Cyclone Bomber levitates it looks threatening, but it's your cue to attack.



This fiery whirlwind attack is her worst. Just keep your head down until it's over!

avoid the resulting explosions by anticipating where the bombs will slide.

While still floating in mid-air, Cyclone Bomber teleports herself to another area of the maze. As she re-appears, she flashes—it's



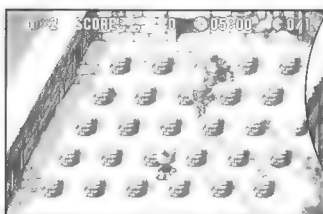
You may have one heck of a battle ahead of you, but it won't be as tough as the last boss!

TIP

While Cyclone Bomber may be a pretty tough foe, you're in for a very tough fight. She attacks quickly and often, so you must try and trap her so that she can't get out of range of your bombs. For this tactic to be effective, when and where you lay your bombs is essential.



At times you may despair of ever finishing the Dark Bomber off, but it can be done!

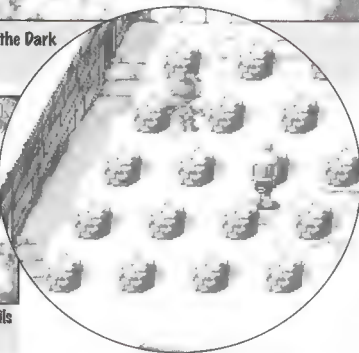


This handy Launcher Armor is one of the spoils for the victor. It's crucial for the next fight.

then that you should attack. She cannot move while flashing, so move toward her and drop a bomb close by. If you're quick enough, the bomb will explode before Cyclone Bomber can move to safety. You must hit her three times to defeat her.

This is made more difficult by the fact that this Dark Bomber has another form of attack: After three or four teleports, she turns herself into a mini-cyclone that blows through the area. You must avoid contact with her while she's a cyclone or you'll be killed.

When Cyclone Bomber uses this wind attack, retreat to a safe distance and stay there until she turns back into human form. You cannot hurt her while she's a cyclone, so it's not worth the risk of getting close. Wait for the Dark Bomber to teleport again, then move in and place a bomb.



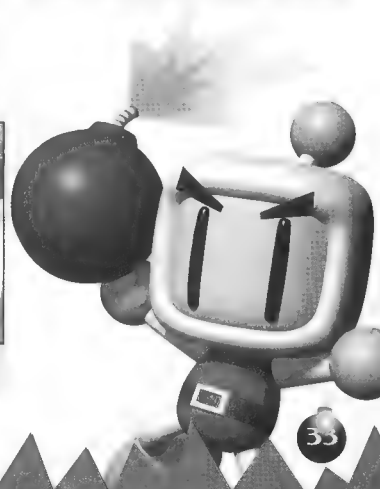
Your reward for killing Cyclone Bomber is the Launcher Armor, capable of simultaneously firing two bombs that explode when they hit their target! This comes in very handy for the next battle against the giant boss of Planet Wind... Bassary!



With the Cyclone Bomber defeated—the exit and Launcher Armor are yours!



The inexperienced bomber will certainly have problems at first—don't give up!



PLANET WIND

AREA 2-5

PASSWORD: 2701

TIME: 5:00

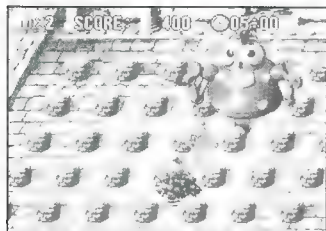
The giant boss character of Planet Wind is called **Bassary**. His huge whirling fan attack is one of the most potent in the entire game! This giant boss is controlled by the **Dark Force Bomber, Cyclone**, who you just defeated.

When the battle starts you can expect Bassary to attack in one of three ways: First is the **ninja star attack**. Bassary fires off a

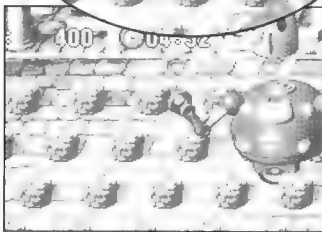
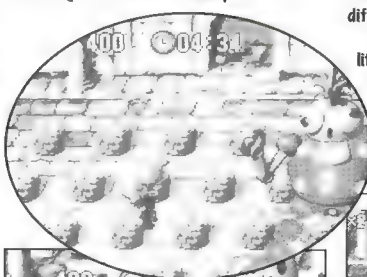
volley of deadly **ninja stars** in all directions. These projectiles can travel through the solid blocks in the maze, which makes them difficult to avoid.

The second way Bassary attacks is to literally **lose his head**! As it bounces around the maze you must use your judgment and anticipation to avoid being caught.

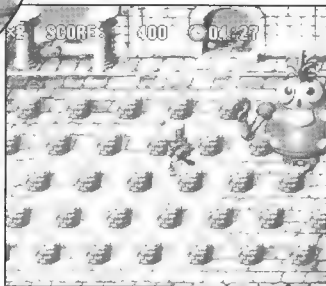
His main attack comes from the **huge fan blades** that rotate around his midsection. While these blades are



Bassary's brassy body armor may seem impenetrable, but he has his weaknesses.



When Bassary loses his head, only the bravest Bomberman will go near.



This battle is much easier when you've got the bio-armor. Hang on to it as long as possible!



Bassary leaves himself quite open to attack—but remember to stay under cover.



Without his head, the giant robot's aim goes haywire. Therefore, although this move can be dangerous, it's safe to lay a few bombs if you're quick!

spinning. Bassary moves around the maze, making life very difficult.

The best time to attack is when Bassary is between his attacks. There are about 15 seconds in which he doesn't attack you and is



Once the robot's defenses are broken, the Dark Bomber is captured inside the windy crystals.

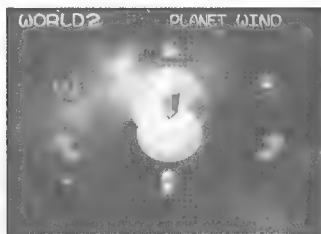
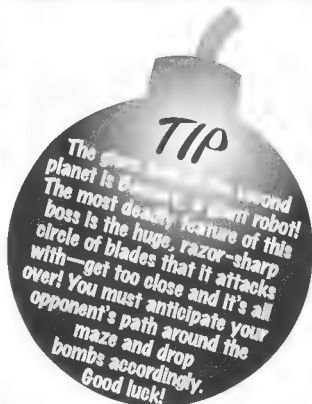
particularly vulnerable to your bombs. Use these opportunities to lay as many bombs as you can around him. It's possible to attack him while he's performing the spinning blade attack, but be careful not to get caught. If you're skilled, you can score a few hits while he uses this method of attack—just be ready to beat a hasty retreat if he starts moving in your direction!

Don't forget that while you're using the Launcher Armor you effectively have an extra life: Any hit you take will first destroy the armor, not you! If you get hit once, you can continue fighting without starting over.

Once the giant boss has been hit the required five times, he disappears, and Cyclone Bomber is trapped inside the crystals you collected throughout Planet Wind. Congratulations! The third planet awaits!



10,000 points are your reward for thwarting Bassary—well done!



Now that Planet Wind is cleared of dark forces, it's time to spring-clean Planet Fire.

PLANET FIRE

AREA 3-1

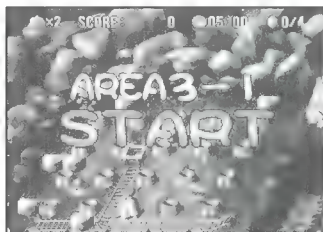
PASSWORD: 0902

CRYSTALS: 4

TIME: 5:00

The rocky maze that begins the first level is populated by a gruesome twosome

of enemies—the glove and mushroom man. There's also a dangerous volcano in the center that periodically spews molten rocks in your general direction. You can avoid these rocks by watching for shadows of the falling debris and moving accordingly.



The volcano hidden in the back wall may look harmless, but don't underestimate its firepower.

ENEMIES

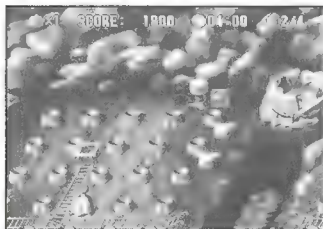
MUSHROOM MAN

This first nasty character's main threat is that he fires multi-directional spiky projectiles while meandering after you. Killing this waddling fungi is a cinch if you keep well out of the way of these missiles. He can hardly resist approaching a bomb, and when the fuse runs out, so does his life force!

Provided the rocks around the starting corner give you enough freedom, blowing up the mushroom man is easy enough—look out for his missiles, though.



Unless you concentrate on the lava shadows, fire stones can easily strike you down!



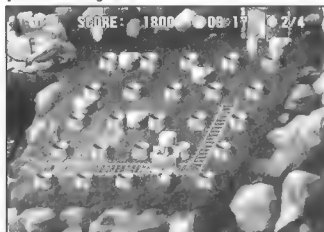
If you are lucky enough to find one of these remote bombs, the journey ahead is easier.

The glove, on the other hand, needs more cunning to destroy. You'll notice a small mine cart on this platform. Wait until the glove is crossing the cart rail before leaping in and

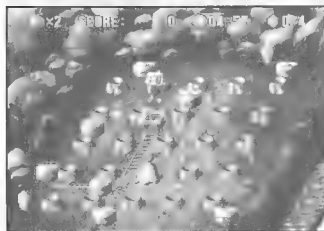


It may look like a lot of fun, but the mine cart has some very practical uses too! Once you're safely inside the cart no enemy or bomb can harm you!

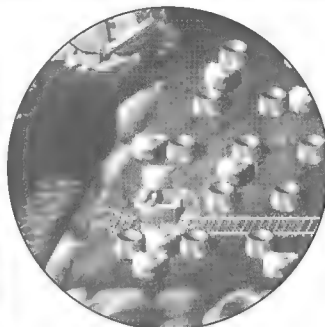
running down the five-fingered villain in cold blood. This is easier than attempting to blow him up and leaves you free to explore the platform for goodies.



When you get to the end of your ride, you're even given a few seconds of invulnerability.



Before you take the trip make sure that the rails are set in the correct way!



When you've pocketed all the bonuses and crystals, it's time to put the mine cart to further use. Ride it to the bottom, left-hand corner—the rails are first set so that the cart goes that way. Now you have to set a bomb next to the control point switch, triggering the rails across the gap. Leap into the cart again and ride over to platform two.

There's another glove that you should run over as quickly as possible. Slightly more problematic is a living bomb. Deal with this as best you can and it's time to pick up the remaining crystals and hidden power-ups before sliding through the exit to the next area.

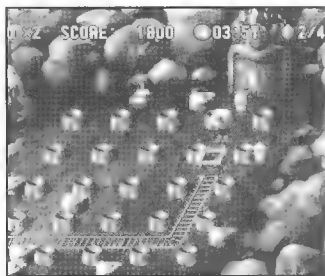
ENEMIES

GREEDY GLOVE

This crafty accessory can annoy you with its cunning bomb skills. This enemy can grab any bomb you lay down before him and throw it back at you, which can result in premature death unless you're quick enough to duck for cover. They also enjoy pouncing on freshly placed bombs and triggering them immediately, which can mean "Game Over" unless you quickly find shelter. This makes it very difficult to catch them off-guard with a bomb, so it's far better to find some other way of destroying them...

BOMBER BUMMER

This familiar guy who roams the final platform is nasty to tackle, unless you're fast. He doesn't bother you that much directly, but every few seconds he starts glowing red—it means that he's about to blow! Get in a safe position if this happens. He can only be destroyed by one of your bombs, and luckily this is easy to accomplish by setting a normal explosive in his path and getting out of the way.



So, now that you've squashed the enemies pick up the last crystals and exit!

PLANET FIRE

AREA 3-2

PASSWORD: 0209

CRYSTALS: 6

TIME: 5:00

You set foot in another mine-carted section.

This one's patrolled by dangerous giant spiders, so your first duty is clear. If you're going to reclaim every one of those crystals, you're going to have to dispose of these pesky arachnids and clear the area of rocks. Both tasks should be easy by now.



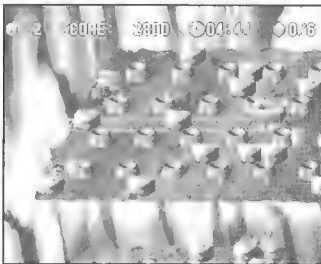
Another mine cart lies ahead of you here, but there are enemies to kill first.

ENEMIES

WEBBED WONDERS

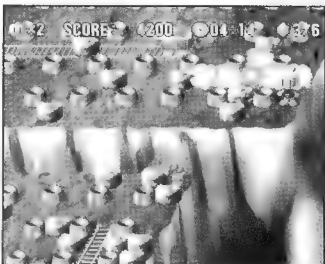
These giant yellow spiders are the first things you encounter in the second area and, although they can be a pain, they're simple to destroy. They pack a very large web into their pouches, which has a long range of about four spaces. If this hits you, you're momentarily dazed, which will cost you precious time, especially when retreating from a bomb! Dispose of them at your first opportunity; lay down a bomb on their level and they will go up in flames.

Next, leap onto the mine cart, through the tunnel, and down onto the lower platform. Watch those sparks fly!

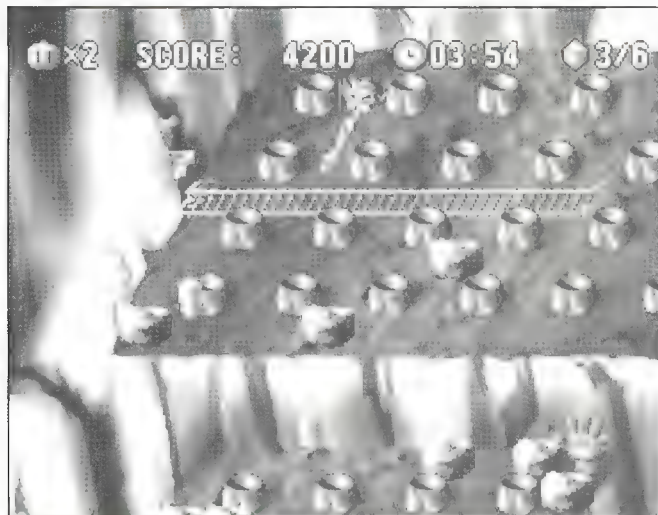


The spiders may be easy to kill, but they make you temporarily catatonic.

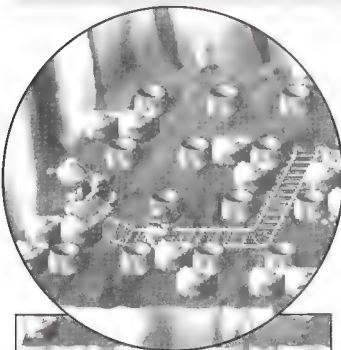
Down on this platform, you'll find another glove and mushroom to contend with. The easiest and safest way to exterminate this



A nice big explosion will rid you of any nasty attackers!

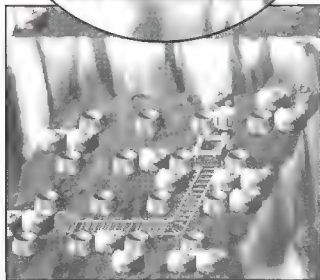


Killing the enemies here may earn you extra points, but it's not a necessary part of Bomberman's mission. Escape from the spiders when you're ready.

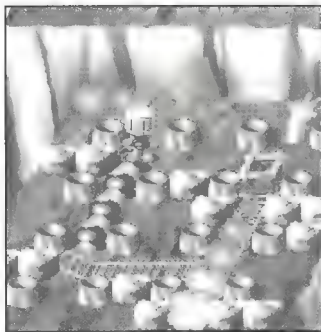


threatening pair is to keep leaping in and out of the cart until you have run over them both. This may take a little while, and you may wish to kill the mushroom man in the more traditional way by using a bomb.

Both enemies go pretty easily this time, especially with a little practice. All you have to do is level the area and collect the power-ups and crystals. Finally, take the mine cart express back up to the start and get out of there.



There are more crystals on this cratered platform, but be very careful down here.



The mine cart is an easy weapon, but don't forget a bomb works just as well.

ENEMIES

MUSHROOM MAN

Surprisingly, the mushroom-like people can launch spiked projectiles in all directions. However, the previous area should have prepared you, and as long as you dodge their projectiles, the mushroom men are no threat. Simply plant a bomb in the creature's path.

GREEDY GLOVE

The glove is back and is as devious as ever. The five-fingered foe follows Bomberman relentlessly and is difficult to kill. Before you can blow it up, the greedy glove grasps the bomb and throws it at you or in a random direction! Be ready to seek shelter behind a block. As in Area 3-1, you have to run over the gloves with a cart.

TIP

The mine cart is an excellent the one Bomberman has. It's an excellent feature. It may look a little rickety and unsafe, but once you're safely nestled inside the ride, nothing can harm you. You're even invulnerable for a few seconds when you have ejected from the cart!

PLANET FIRE

AREA 3-3

PASSWORD: 2713

CRYSTALS: 6

TIME: 5:00

The opening square may look ridiculously easy—just break up the stones for any hidden goodies and move on. However,

one of the rocks up ahead is only camouflage. If you run into it, you'll find that it's a potentially dangerous sleepy stone. However, it's practically harmless and one of the easiest monsters to kill in the entire game.

ENEMIES

SLEEPY STONES

As you first leap into this level, you will see a great array of soft block stones thrown around the square. Don't take them all at rock face value, though—among these harmless, bonus-laden stones hide lazy monsters. If you run up against the sleepy stone creature, you wake it up, making it potentially lethal. However, as they are so dopey, the sleepy stones are a pushover—you may even kill them without noticing! Just place an explosive under its nose and step back to see it crack up!

Next, hop onto the moving plank and travel up to the next section. This domain is fraught with difficulties, not the least of which are the nasty Egyptian monsters who can toast you.



Even the most solitary stones can yield impressive bonuses. Try them all!

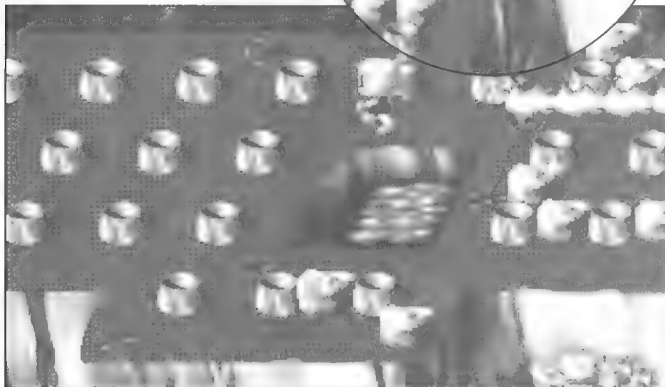


Travelling from the first platform may look dangerous, but it's a cake walk!

Get rid of these first. Whatever you do, don't tread on the cracks in the floor! These broken spaces are extremely unsafe, and even a little guy like Bomberman will go straight through



It seems very harsh to murder the sleepy stones, but it's better to be safe than sorry!



This area is very unsafe. Try not to walk on the cracks in the ground and keep a safe distance from the fiery pharaohs.

to a warm death unless you're very careful. These squares can be skirted over once, but the second time...

If you need to reach a crystal or a block that may hide a bonus, make your way carefully around on a safe path rather than chance your luck on a cracked section. The craters around here can be annoying, but



It looks a long way down, but a little explosion can solve all your problems.

when the Pharaohs are out of the way, you have plenty of time to avoid the impending explosions. Simply mosey on over to the end.

But how are you going to get down safely onto the next platform? Place a bomb beneath the pile of rocks to blow them away, but keep the logs in place. Now you can climb down the newly modified rock face.

Down here, there's more of the same. Clearing the place of rocks and the one dangerous Pharaoh should be a piece of cake, but be warned—if you try to make your escape from the blasts via the rock face, be sure to use the middle of the route, as you may get stuck to the left or right.

Apart from another unfortunate sleepy stone near the exit, which should get blown away with all the rest of the debris (especially if you have picked up the power bomb), it's time once again to pick up your belongings, round up the final crystals, and prepare yourself for the third boss.

ENEMIES

FIERY PHARAOHS

An undead Egyptian can be dangerous unless you're clever enough to get him before he gets you.

Pharaohs roam around the later platforms looking harmless enough, but if you get close, you're likely to get a first-hand experience with their fiery power. The Pharaohs release a jet of flame that can reach up to four spaces and go through any block. The only way to dispense of them is to lay a bomb right where it hurts and run as far away as possible. Basically, these ancient rulers are no problem if you keep your distance.



Once the landslide is over all that's left is to slide on over to the exit.

TIP

What happens if you're throwing Pharaohs, and deceptive sleeping stones, this area can cause you some serious safety problems unless you're properly equipped. Luckily, there are always great pick-ups available here!

PLANET FIRE

AREA 3-4

PASSWORD: 1068

CRYSTALS: 1

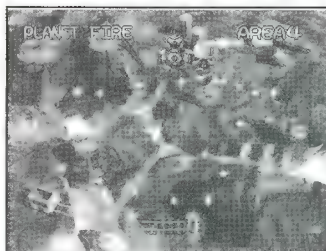
TIME: 5:00

The moment that the Fiery Bomberman appears before you on his enslaved bulldog steed, Nyanjiro, you can see what a hot-headed bully he is.

He has two major attacks. In the first he roams around the arena with a far-reaching cross of fire blazing out at all angles. Never approach him in this mode, and certainly never spend much time around the molten monster, even when he's just walking around normally.

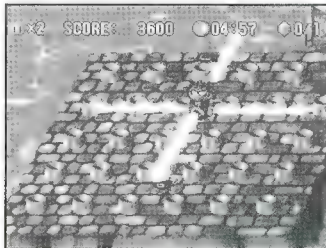


Nyanjiro may look very dangerous now, but he will become a useful asset.



With three sizzling areas under your belt, it's time to finally face your fiery nemesis.

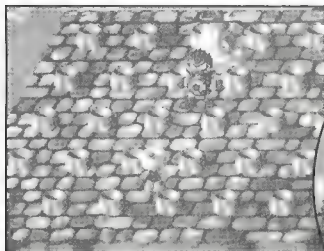
His second attack seems much more deadly. If you're not quick on your feet, it can mean the end of your adventure, but it also gives you a great chance to get past his defenses. The bulky burner pauses and sends out a ripple of underground lava throughout the grid, which erupts in many spaces around



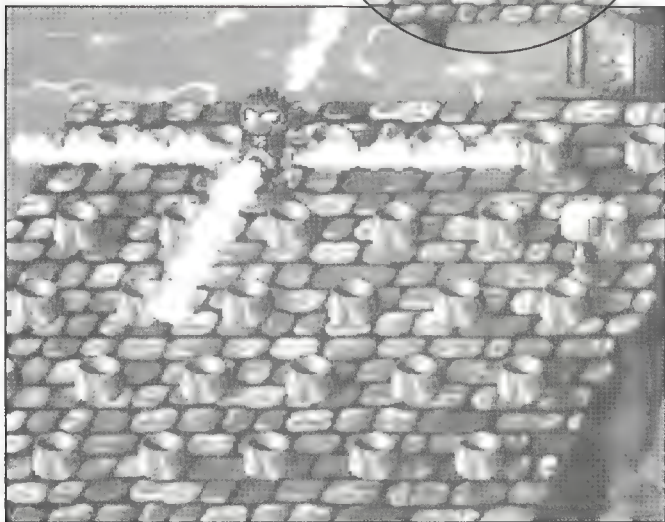
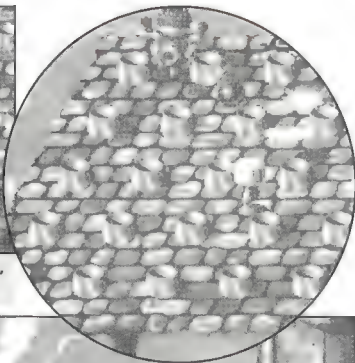
This massive four-way fire blast leaves you no window for attack. Keep away!

TIP

Although the Fiery Bomberman is the final boss of Planet Fire, this rotund rascal can really give Bomberman headaches. Always make sure that you're well-protected and armed by collecting as many power-ups as you can in the earlier areas.



With your passage to Planet Ocean at stake, it's important to kill the Dark Bomber fast!



While avoiding the 'cross of fire' move, especially if you have remote bombs, you can plant explosives at crossroads where the explosions will have a high chance of hitting him.

you. This is easy to avoid, as a quick shadow of the next geyser is always given.

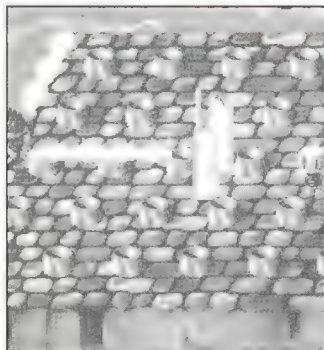
Luckily, when this lava attack is over, Fiery Bomber keeps his feet firmly on the ground. This gives the skilled Bomberman plenty of time to set a few bombs around him and then retreat to a safe distance. He's quite good at sensing when he's in danger, so this is not only the best way to attack this boss, but practically the only way. He's rarely stupid enough to walk into a bomb when roaming or releasing crosses of fire.

Any power-up you can get is an asset when fighting this tricky hot-head, but it's possible to reduce him to tears by carefully placing bombs

on nearby crossroads when he pauses.

When the evil bomber is gone, you can take charge of his cuddly charger. Nyanjiro is a strange dog-type bonus who, as with all the armors or bonuses picked up after the fourth areas, comes in very handy when it comes to the final bout of the planet.

Nyanjiro not only gives you a free energy point, basically serving as bio-armor, but tapping R1 launches four deadly bombs in one direction. This is a superb asset when taking on the next opponent, but even greater when you consider that the special attack move launches eight deadly bombs against the foe! Better get out of the way before they blow!



Sometimes the bomber's moves overlap allowing him to torch and shake you simultaneously.



PLANET FIRE

AREA 3-5

PASSWORD: 3639

TIME: 5:00

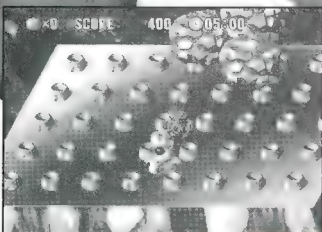
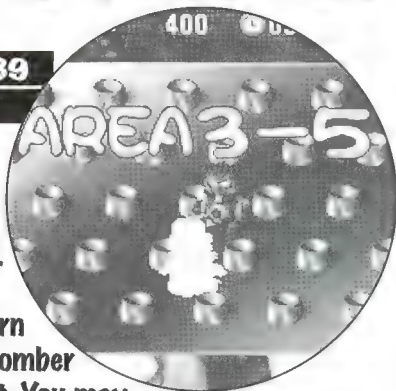
Bounding onto Nyanjiro's back, you move on to the final area of Planet Fire.

You won't be surprised to learn that the Fiery Bomber isn't beaten just yet. You may

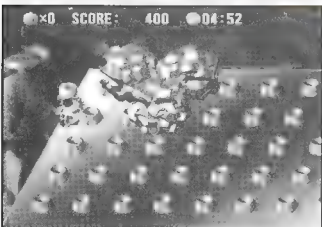
have won the battle, but he now unveils the terrible trio of rocky titans, Gangoron, with which he plans to win the war.

This vicious volcanic villain appears in the shape of three huge boulders that spin around the cratered arena, giving you little chance of survival if you're caught in its path. As if this spinning danger weren't nasty enough, you'll notice the three faces that appear on the head rock when it stops. These signify the three vengeful attacks that emerge from this difficult boss.

The tearful face is bad enough, signaling a crushing attack. The three rocks part and bounce viciously around the grid. Not only do you run the chance of being crushed, but every time the boulders hit the ground, you are momentarily stunned, which seriously lowers your chances of escape. If you're fast enough at first, this is easy to avoid.



Gangoron's spinning state is pure impenetrable strength—run away!



Oh dear, when the rocky rascal is grinning like this there's trouble ahead!



Not even your trusty Nyanjiro can save you from the lava geysers.



After Gangoron has started crying he will split and crash around the grid.



The angry face may look the most dangerous, but if you are careful...

However, this move is inevitably followed by a real killer.

The grinning face means that all the underground lava geysers are about to fire up. This is without a doubt the mighty Gangoron's most devastating move. Only a miracle can save you from being burnt to a crisp unless you are a safe distance from the impact zone, especially when you remember that the monster's thump dazes you. Power-ups such as Speed Up skates are very useful for keeping alive in this situation.

It is possible to place a bomb quickly enough to hit the boss during both of these moves. Start by carefully luring him to a spot where you can quickly set an explosive that can't miss him (he can only be hit when



As long as you avoid the other moves, and act quickly now, victory is assured.



...this state gives you your one and only chance of pulverising this putrid trio. You must still avoid the fireballs though!

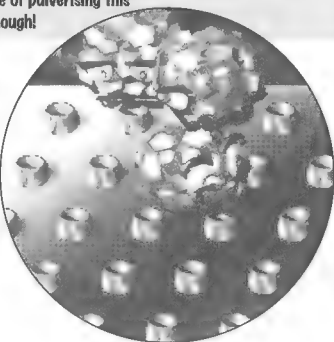
not spinning). Then run as far out of his range as you can before he starts a crying or grinning attack.

However, if Gangoron tries to get you with his flaming comet attack, indicated by the angry face, you have the best chance to get rid of him. The hailing fireballs themselves are not difficult to get around, as again a shadow shows where they'll fall. And it's easy to attack Gangoron, especially when you have multiple bombs. Place your bomb(s) at crossroads around the stationary Gangoron, always maintaining a safe distance, because just his aura sometimes manages to kill you! You can now retreat to cover, and watch how many hits he'll take.

Always prepare yourself for his next attack, keeping far away if anything but the angry face comes up. The first thing to remember is to take care of yourself; make sure you have the lasting power for a long, drawn-out battle. Also, speed is crucial. One false footing in that grid could mean the difference between a crush and a kill.

Repeat these "safety first" procedures over and over, luring Gangoron into an area where you have plenty of room to escape. Finally, after eight or nine hits, the mighty creature is smashed and the Fiery Bomber is vanquished once and for all!

After all that heat, it's time for a nice, cool dip....



TIP
This crazy boss has the hardest opponent so far. Gangoron's three heads mean it's three times the work to avoid his attacks. The main thing is to stay alive long enough for your bombs to harm him. Always keep well out of the way if he laughs or cries; stand on the far side of the area.

PLANET OCEAN

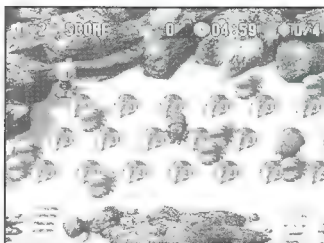
AREA 4-1

PASSWORD: 9174

CRYSTALS: 4

TIME: 5:00

Our hero may seem to materialize in the middle of a snowstorm, but as this is Planet Ocean, he seems to have picked up the ability to walk on water. On this level you must work your way past huge blocks of matted seaweed while dodging behind salty rocks. There are only a few crystals littered around to collect. Simply navigate the two small, rectangular platforms, each with a regular grid of solid blocks, and deal with only four bad guys.

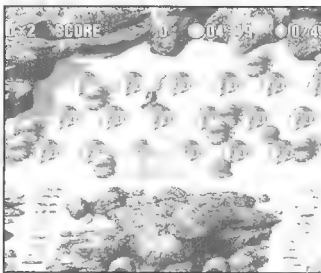


You materialize in the most dangerous part of this area—collect your crystals and go!

ENEMIES

OILY OCTOPI

These well-dressed but ill-mannered eight-legged critters can cause poor Bomberman some serious problems as they squelch around the surface of the first platform. Unless you quickly blow them to smithereens, they fire a blast of black ink that can end your mission. They can be difficult to destroy, as they spend a lot of time hidden in their top hats, inching their way around the grid. The only way to kill them is to catch them off guard and plant a bomb where it's going to hurt them.



The clever cads can deflect any blast. Bomberman must catch them out.

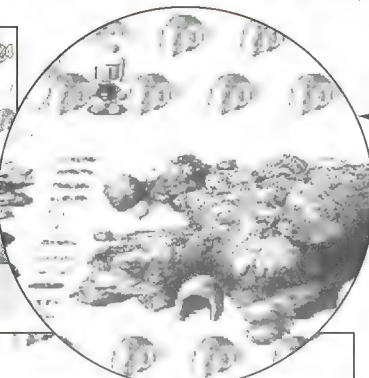
The first area is polluted by vicious-looking octopi who you need to blow up before they get hold of you. Carefully dodge and dive your way around the upper level, destroying the seaweed to get any bonuses they contain.

Once the path to the lower platform is free, you may find your way blocked by a scrap of pink flora. The only way to get rid of this is to clear the seaweed from in front of the blue pipes that stick out of the foamy surface. Position bombs in front of these and the explosion will blast down the pipes, burning away the offending growths.

Once down the incline, the electric jellyfish are back again. Kill them to safely reach the



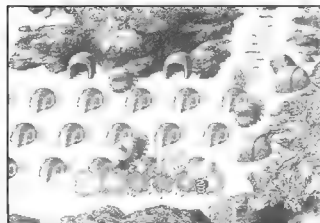
You can't do anything about these ink blots—simply run down the stairs!



While halfway down the incline Bomberman is in a great position as nothing can touch him! Even unexpected blasts from the pipes won't do any damage.

far crystals. Luckily, there are only four little crystals to collect on this primary area, so if the first platform was crammed with them, there's just one crystal to pick up down here.

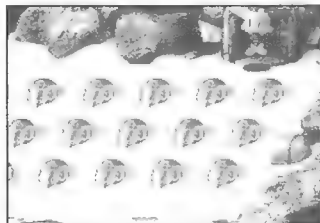
There are more pipes to utilize down here, so you can blow away the debris far quicker. However, these are extremely unpredictable



The jellyfish are far easier to kill than the octopi—watch that jello fly!

tubes, so you have to make doubly sure that you are in an untouchable position before the bomb goes off.

Make the most of the bonuses that should be left behind before fleeing back up to the higher platform and running through the open door.



Wey-heh! With everything cleaned up in this area, Bomberman can make a dive for the exit!

ENEMIES

JAMMY JELLYFISH

Down below you'll find equally horrible marine species: the pink jellyfish slobber around looking for an innocent adventurer to electrocute. Unless you want a lethal shock, keep well away from them until you can blast them into the middle of next week. Luckily, they are not as well protected as their multi-limbed buddies, and can be liquidated without much trouble.



It's much safer down here so go on a block-blasting spree!

TIP

This is a very small place that all the crystals should be safely retrieved. The pipes that surround the area are crucial for getting to the lower platform, but always beware where you set your bombs—the blast may reappear through any of the other pipes just when you're least expecting it!

PLANET OCEAN

AREA 4-2

PASSWORD: 0648

CRYSTALS: 6

TIME: 5:00

There are more crystals and platforms in the next area. Being the seasoned explosives expert that you are, however, this area should cause little trouble, unless the baddies outwit you.

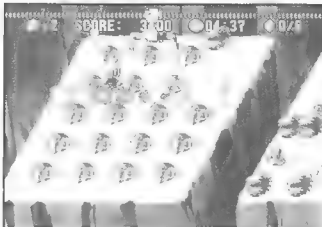


ENEMIES

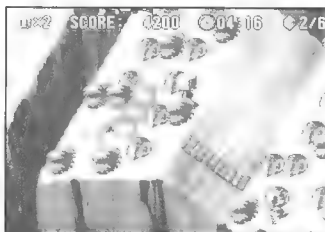
GREEN GREMLINS

The sneaky gremlins can put a stop to your plans unless you are quick to destroy them. If you stand around too long, they fire a deadly bullet directly at you. Unless you can outrun it, you lose a life and all of your bonuses. The gremlins are not very well protected, though, so they can't withstand much firepower.

One major annoyance here is the massive crane dangling overhead. If you stand still too long, it tracks you down, picks you up, and carries you back to the starting corner. Occasionally, this is useful to save you from certain roasting, but it's often frustrating, as it delays your progress through the area.



Kill the gruesome twosome here as quickly as you can before the crane gets in your way.



It's a megablast! Once the crystal carrier is finished you can slide on over to the last area.

Also, watch out for the water to the right of this primary platform. A bomb set here will float downstream, miss your target, and possibly cause you unexpected damage!

Slam down your first bomb where you stand and retreat to a safe distance to get rid of the first gremlin. Then, launch a similar attack on



He's not on a tightrope—in reality the whirlpool portals shoot Bomberman over chasms!

the pineapple. Explore the platform for any further bonuses and crystals, then zip through the whirlpool portal to the second section.

This slim platform is not guarded so ruthlessly, but you must avoid the whirlpools or you'll be pushed back to the start. Be sure to blow up the crystal monster that's holding your jewel. Rob all the power-ups on the platform before continuing down the stairs.

Avoiding the ever-present crane mouth, clear this last grid of seaweed and crystals before leaving. The shells are very tightly packed, which can cause great problems when being pursued by baddies and planting bombs. But, if you always look for a handy nook or cranny to rush into, you should be able to blast your way through.

There's another purple pineapple and gremlin to avoid or kill before you retrieve the crystal near the left-hand corner. Place the



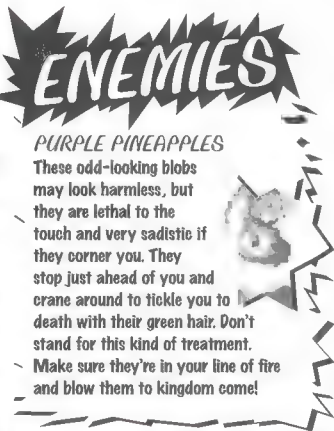
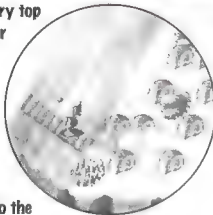
Keep away from this whirlpool portal—touch it and it's back to the start!



The mighty mechanical crane that hovers over the entire expanse of the second watery area is occasionally useful for avoiding certain death by purple monster or imminent explosion.

bomb at the very top so that it's clear of the flow of the stream; otherwise, it may blow you up.

If you haven't been dragged back to the starting point by now, it's time to leap into the freshly opened door into the unknown....



PURPLE PINEAPPLES

These odd-looking blobs may look harmless, but they are lethal to the touch and very sadistic if they corner you. They stop just ahead of you and crane around to tickle you to death with their green hair. Don't stand for this kind of treatment.

- Make sure they're in your line of fire and blow them to kingdom come!



Having carefully collected the last crystal and picked up the bonuses, you're all done!

PLANET OCEAN

AREA 4-3

PASSWORD: 2736
CRYSTALS: 5
TIME: 5:00

Prepare for some nasty meetings! The platform you appear on contains the usual bunch of unpredictable pipes and evenly spaced shells. But, there are some vicious swordfish that have to be tackled if you're going to reach the exit! Remember, if you're particularly skilled, you can use the pipes to kill monsters at a safe distance, but it's not recommended.

ENEMIES

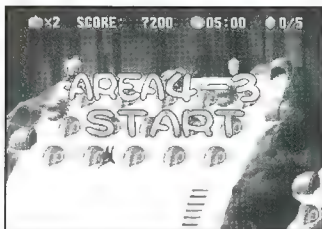
SHARP SWORDFISH

These vicious villains immediately home in on you and are relentless in their mission to saw you in half. They are terribly fast and often hunt in pairs. Your worst nightmare is being trapped between two of the slippery idiots, so don't stand still for too long. Get into free space, lay down a bomb, and lure them into the area, making sure you're protected from the blast. You'll have to watch your back while doing this, but it's worth it to see the sadistic swimmers go up!

Get rid of the swordfish and any seaweed until the space is free for you to continue downstairs. If there is no seaweed in the way, you should be able to get rid of the first fish



Lure that salty sharp swordfish over to where you've laid your first bomb—ka-boom!



This area may be full of cool pick-ups, but the starting section is mighty tough!

easily. Next, you have to use careful positioning to blow up the second critter. The biggest problem is getting trapped between the two fishy pests, especially if you have set a bomb down. Quickly get to a free space!

Down here you must time your blasts carefully to kill the periscope fish. They can cause real problems unless you catch them with their head above water. Move into the corner square and lure the swordfish down after placing a bomb. Once he's history, you can get the crystal and any other bonuses available, and venture across the area to the east.

The salty shells here are pretty evenly spaced, and you'll have no problems if you have cleared the area of bad guys. Now you



This is an excellent area to lay bombs and dive back up the steps for safety.



Unless you're invulnerable like Bomberman here, these steam hammers can squash you to a pulp and any bombs foolishly left lying around!

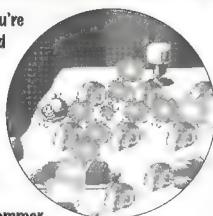
come to the potentially tricky section. The steam hammers that line the passage to the last square are easy to get past. Just step up to a closed hammer and run through when they snap open. However, if there is a guppy marauding through here, you could get trapped, so beware.



With the whole area covered and all danger eradicated, those doors will soon open!

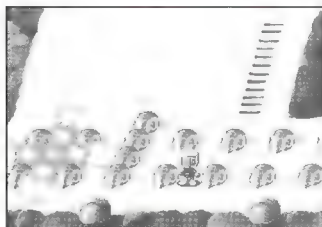
Also, if you're going to get rid of any seaweed in the passageway, time your bomb so that you can get through the hammer space quickly. Hopefully, you will have picked up a Remote Bomb by now, which should considerably ease your journey through the hammers.

Once you're through to the final, closely shelled area, it should be smooth sailing, foolish mistakes aside. There may be one last guppy to extinguish and a few bonuses lying around, but otherwise it's time for the fifth and last crystal, and on through the door.



ENEMIES

GHASTLY GUPIES
These dopey fish lumber around under the surface of the foam with just their lights showing above water. As a rule, they don't cause as many problems as the swordfish. When they want to, though, they can give you real problems, so it's best to get rid of them as quickly as possible. This can be difficult, because it requires expert timing to catch them above water. The easiest way is with a Remote Bomb, but otherwise just keep blasting away from a safe distance until the way forward is clear.



With the stone wall in place here, that swordfish should soon be mincemeat!

TIP

Although you may give up a few problems in the first instance, this is one of the best areas in Bomberman World for picking up great bonuses with which to fight bosses—if you can dispense with the baddies quickly enough.

PLANET OCEAN

AREA 4-4

PASSWORD: 0588

CRYSTALS: 1

TIME: 5:00

The first time you come face to scaly face with Aqua Bomber, when he leaps off his trusty, finned pet, Rick, can be very daunting. Nevertheless, he's an easier target than his fiery predecessor, despite requiring a nasty four or five hits to finish off!

Once again, your best hope for making it a quick and clean battle is to use Remote Bombs, because things may prove a little sticky otherwise. "You'll never defeat me, Bomberman!" cries the fishy fighter, and you're going to have to move fast to prove otherwise.

Once he's standing alone, Aqua Bomber's only attack is to hurl basic bombs at you. In an ideal world, you will always be quick enough to throw in another bomb just after he has laid one, to catch him between the two, but this isn't likely. After he eventually gets bored of this basic fighting, or you have hit him, he floats in mid-air.

While he hovers, Aqua Bomber unleashes a swirling platoon of danger discs that track you down through the shells. You have to lead these projectiles around, running



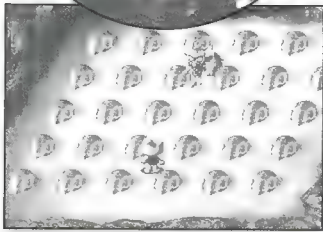
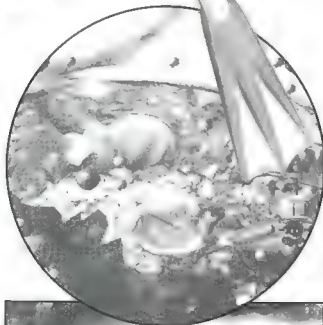
You are filled with awe when you first enter the arena, but victory is not far away.

around the perimeter of the arena, until they simply disappear.

Now rush back to where Aqua Bomber floats—he's about to teleport. The second he re-materializes, slam a bomb down under his



Aqua Bomber's only real threat lies in hurling these bombs. You can easily avoid them.



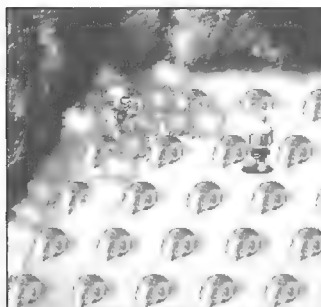
When your scaly nemesis jumps off Rick's back the battle begins.



Defeating this Dark Bomber really is a piece of cake! The spinning rings on the left of this area look menacing but only slow you down!



You may have the presence of mind to avoid Aqua Bomber's blasts but he walks into yours.



With the Aqua Bomber inevitably trapped between two solid bombs, the end is near.

nose or in his path as quickly as possible, so that it explodes just as he comes to his senses.

As he has nothing else to throw at you, the destruction of this mighty warrior merely means completing this strategy over and over again until, on the final hit, he breaks down and retreats.

Now that the enemy has apparently been vanquished, you can make full use of Rick the bio-armor fish for the inevitable final watery showdown. Although your piscine pal isn't such a battling beast as the other charges you have collected, he can be invaluable in escaping danger, due to his super dash move. You also have the ability to plant all the bombs you are carrying. This can be a superlative asset when taking on the next boss, but it's not crucial, as a skilled bomber can get on just as easily on his own two feet.

Now proceed to Planet Ocean's final showdown.



Sometimes his levitation saves him but he'll pause when he comes back down to the ground.

TIP
There's no need to be afraid of this scaly devil. He's the easiest Dark Bomber opponent. Aqua Bomber's projectile only requires you to walk away in the opposite direction to avoid it. The way he rises and reappears with a three- or four-second pause gives you some great chances!



With Bomberman's aquatic nemesis vanquished, Rick is free—and so are you!



PLANET OCEAN

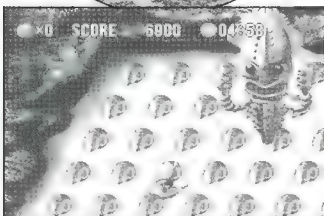
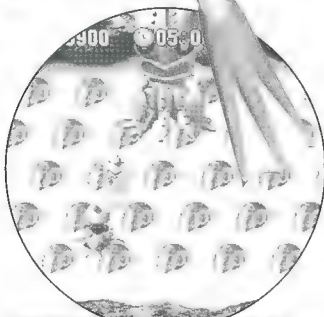
AREA 4-5

PASSWORD: 1891

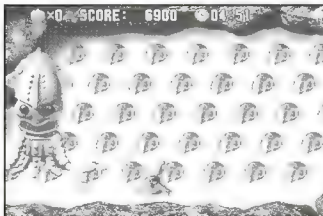
TIME: 5:00

Aqua Bomber has one card left up his soaking sleeve: his mighty mechanical squid master, Ikaringer. It rises from the watery depths, then warps Aqua Bomber into his inner workings. Now you're facing a truly worthy opponent!

The monstrous creature follows you around in the same way as the previous Area Five bosses have, and it's your job to predict his movements and sabotage them, as before. It's going to be a heck of a job, because when he's in the mood Ikaringer can give you real



Up from the depths, fifteen stories high, Ikaringer can cause you serious harm.



These pink projectiles are quite hard to avoid. If they hit home, it will smart!



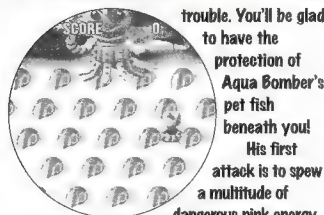
You can avoid these wide waves of energy by simply running to the sides of the arena.



You're going to need real speed to avoid the pink balls of energy—stay alert!



While the wave move is being pulled off, Ikaringer is basically invulnerable. Bide your time until his metallic tentacles are back on wet ground.

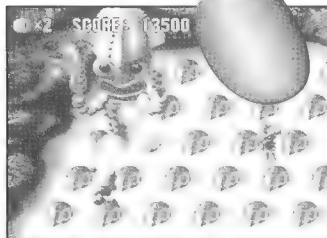
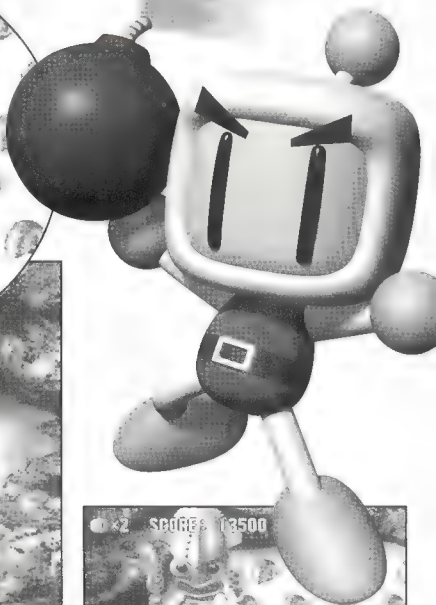


trouble. You'll be glad to have the protection of Aqua Bomber's pet fish beneath you! His first attack is to spew a multitude of dangerous pink energy

balls in an arc around you, which you will only be able to dodge if you are especially fast. Then it gets tough. With his next move, waves rise up and attack you in an unstoppable forward movement, with only a tiny gap in which to find sanctuary if you're caught in their path. Keep to the sides of the arena and you should be all right.

However, if you are directly below or near the mechanical squid during his next move, it's "Game Over." He pulls out his heavy hydraulic tentacles and slams them around the grid in the hope of crushing them into your little, angular head. There's no way of avoiding this if you're in his sights, so the best thing to do is keep well away when he's not just charging around the grid as normal.

As usual, your best tool against Ikaringer is the Remote Bomb, which can make quick work of his despicable machinations, even though it requires around eight massive hits to sink him back to the depths! This leaves you free to fly on to the final and most dangerous domain: The Black Planet.



At last! The crazy kraken creature is cracked, and Planet Ocean is saved.



PLANET BLACK

AREA 5-1

PASSWORD: 6235

CRYSTALS: 4

TIME: 5:00

ENEMIES

HELL HORRORS

These blue bullies are the first thing you encounter on this final planet. They hover around seeming harmless, but then they home in on you with horrifying alertness and bombard you with painful electric sparks that can cause you great damage. The blocks here are closely packed together, but careful bomb placement and use of shelter gets rid of these sparkly guys soon enough.



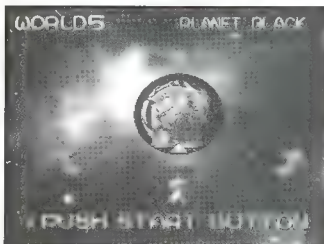
The new domains may seem very harsh on first inspection, but practice makes perfect.

Having obliterated every evil Bomber on the four primary planets and collected every elemental crystal, you fly off to the unknown quarters of Planet Black. Sounds scary, huh? But arriving on the terra firma of the first area, you find that there isn't that much new to worry about.

Planet Black is a high-tech, space-age domain, full of shocking electricity and hard metal blocks. These blocks are tightly packed, but don't panic—if you keep your head, there's no danger of losing a life.



Blow these hell horrors away before they can do Bomberman any serious harm.

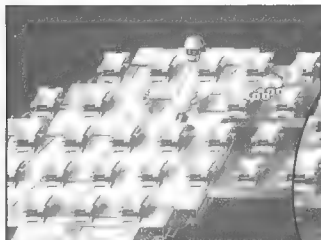


With the first four planets vanquished, the universe opens up to reveal Planet Black.



Depending on the crystal placing, it doesn't matter which bridge you take.

Two metallic platforms are joined by two mighty iron bridges. First dispatch the blue robots that linger around the first area. They'll both home in on you from different areas, but soft blocks should prevent them both reaching



This rocket rover may look defeated, but wait for his backlash!



These areas become quite cramped as the stage goes on, but if you are quick there are always plenty of good hiding places.

you, so you can take your time. (You have five minutes!)

When the metallic pests are out of the way, roving rockets will try to get in on the action. They're not awfully bright, so set a bomb that can't fail to extinguish their flame.



All the crystals have been collected, the enemies are dead, but bonuses are still around.

and make sure you're well protected behind a block for the second explosion.

Now you're free to roam around the area, picking up crystals and knocking down soft blocks in search of hidden space treasure. Don't spend too much time on this, though, as there aren't many pick-ups at this stage.

You should be very wary of electric pylons set on both platforms. If you're foolish enough to pass through one of these while the juice is crackling between them, it is way back to the beginning for you.

It doesn't really matter which of the bridges you take, especially if they're not both loaded with crystals. All you have to do to zip through that end portal onto the next area is run around the empty spaces and grab all four crystals. When you're satisfied that there's nothing left in store, get moving.

ENEMIES

ROCKET ROVERS

These brightly colored missiles also seem harmless enough as they meander around the grids. But if they stand between you and a crucial crystal, you'll have to finish them off quickly. Plant a bomb beneath their noses and they should be dumb enough to fly into it. However, these vengeful villains aren't going out without a second bang. They have a sting in the tail, which means that a few seconds after they're history, the explosion is repeated. This can easily catch you unaware, so keep in your safe position until the second bang.



You may have found that journey taxing, but it was just a taster of the hi-tec horrors to come.

TIP

Simple tip: Remember here can mean the end of your whole mission! Those crafty slow rockets that shuttle around the middle of the level explode twice. It's easy to forget this. Always have a handy hideout shelter available and expect the unexpected!

PLANET BLACK

AREA 5-2

PASSWORD: 2238
CRYSTALS: 5
TIME: 5:00

ENEMIES

MASKED MARTIANS

The dangerously fast humanoids that you face in area two are not only lethal to the touch—especially with their elastic arms designed for tickling you to death—but if you leave a bomb directly in their path, they carefully lean over and try to defuse it. They rarely succeed, however, so are quite easy to disintegrate.

BOMBERMAN BOOS (DECEASED)

These nightmarish murderers patrol the lower platform on this level, and are one of the most difficult foes to deal with in Bomberman World. They look exactly like our friend Bomberman, but the evil in their eyes show which team they play for. They're also transparent, being minions of the dark forces. They put you on the receiving end of Bomberman bombs for a change, which can cause serious complications.

Take a deep breath and prepare for the worst as you step into this second area, as the first mazes haven't given you any idea of how hard this final planet can become.

You materialize in front of another set of electric pylons (be careful!). Your first real problem is the masked marauder that hangs around the right-hand side of the platform. Blow him up from afar, and carefully roam around the first area, collecting any bonuses or crystals left lying around. There's a humanoid villain further ahead that may take a little longer to reach and kill, but he's no problem, as long as you keep out of the way of his elongated arms.



It's always possible to avoid these huge explosions, but try ducking past the pylons.



The masked martians will be on Bomberman's tail from the start. Look out!

Another main problem that will hound you throughout this area and the next are the small missile domes. Here, the dome lies in the middle and occasionally opens to reveal a hand that shoots at you. Putting a bomb next to the dome has no effect unless it opens, but the best thing to do with the nuisance is plant a bomb and, making sure that you're safe, lure the trap open. When the missile shoots, it detonates the bomb and itself, leaving the way free. Otherwise, simply change your path to avoid the missiles.

You cannot have failed to see the massive switch that lies in the left-hand corner. Trigger a bomb near this and it activates all of the sticky satellites that hang in the center of the land. Once these are moving, they beam you up and place you onto the second platform, if you press the ● button at the right time.

The second platform is infested with tricky bomb-biting aliens, so use your stealth to carefully exterminate these before exploring the area for crystals and so on. Apart from the



As long as you are safe you can roam around this area searching for any bonuses that have been left behind. Just make sure you watch out for the rocket launcher.



You may feel safe hidden behind your soft blocks, but your enemy has very long arms!

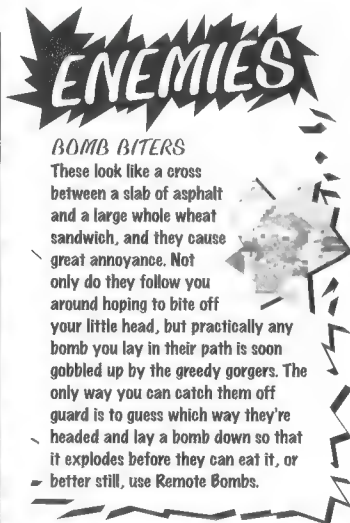
electric pylons, there are no more threats to you here. Beware of being magnetized by the satellites again, though!

When you have cleaned up this section, it's time to beam onto the most dangerous area below. As two Bomberman Boos and another missile dome guard the area, you should be as careful as superhumanly possible. The best thing to do to clear the cluttered grid is to warp in, quickly set a bomb, and warp out again before it triggers, as nothing can harm you back on the other platform.

As the other bombers throw explosives just like yours, there is great cause for confusion on the lower platform, and a chain reaction can have serious consequences. Get rid of the ghost Bombermen in these quick, destructive bursts before exploring the lower place and destroying the missile dome. This all may take practice, so don't charge in expecting to win immediately.

Once you have vanquished all of the evil beings, you can round up the final rogue crystals, beam back onto the previous platform, and step through the door to the very last normal area!

TIP
The maze-like spin around this area can be useful. They can get you across the void in the certain death if there are any unwanted bombs in the vicinity.

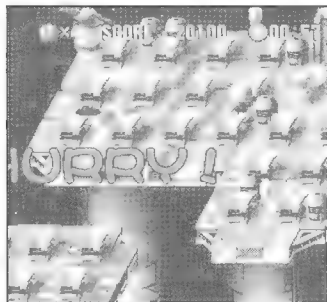


BOMB BITERS

These look like a cross between a slab of asphalt and a large whole wheat sandwich, and they cause great annoyance. Not only do they follow you around hoping to bite off your little head, but practically any bomb you lay in their path is soon gobbled up by the greedy gorgers. The only way you can catch them off guard is to guess which way they're headed and lay a bomb down so that it explodes before they can eat it, or - better still, use Remote Bombs.



Blowing your foes to kingdom come is fine, just make sure you don't get caught out!



Don't get too caught up in your bonus explorations because time is short.

PLANET BLACK

AREA 5-3

PASSWORD: 1207

CRYSTALS: 6

TIME: 5:00

You arrive in this area next to a dangerous missile dome, plus there's a vicious bomb biter baring down on you, making it difficult to decide which to deal with first! Always keeping in mind the danger of the electric pylon just ahead, plant a bomb next to the dome, and lure it open from a safe distance. When that's rubble, it's time to catch the other monster off guard and kill him. These are the only threats here, so you're free to collect the spoils of the platform.



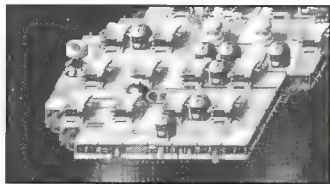
ENEMIES

CHUG CHUG CHAIN GANG

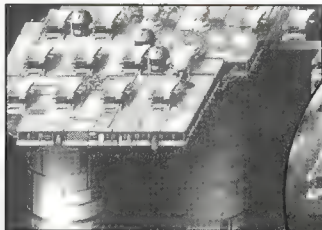
This devoted line of bright green disembodied Martian helmets frequent the third area and are surprisingly dopey for such vicious opponents. You find them shuffling around like a train, an easy target for a skilled bomber. However, planting a bomb under their noses doesn't kill them. Instead, they scatter around their immediate area, often with disastrous consequences. However, they can then be killed, one by one, with just a single bomb each. They chug along slowly and make easy targets. Just watch out for their first spray!

Next move carefully across the bridge to where a line of green bouncing helmets bears down on you, and another missile dome is firing. Throw a bomb on the heads and they will rearrange themselves. They're easy to kill now, with stealth, so pick them off one by one before getting rid of the second missile dome.

Again, the only problem facing you is to quickly pick up all of the bonuses hiding under the soft blocks and avoid the second electric pylon. However, not all six crystals



Remote bombs are definitely the best weapon on this planet.

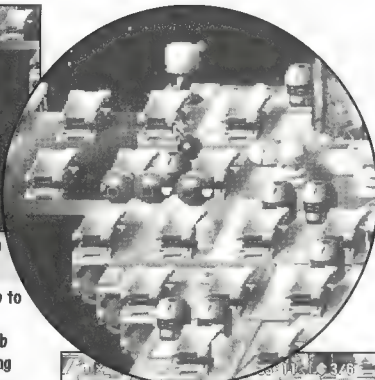


Unexpected explosions can be dealt with by using swift safety precautions.

have been gathered, so it's time to warp to the final platform.

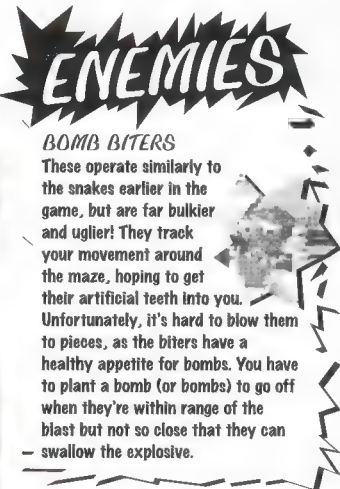
Warp across quickly and plant a bomb under the chug chug chain gang, scattering them around the area. As with the last area, you may like to play it safe by zipping across the warp square and back, as there are four members of the chain gang and a missile carrier to obliterate before you can really feel safe. Dodge back and forth until you have killed them all (luckily they can't trespass on your warp square) and released the crystal.

Time may be running out now, but don't worry because the other warp square is directly outside the exit. You can explore the remainder of the final platform, but beware of the last electric pylons and the missile dome, which can cause problems in the cramped conditions below. If there is nothing left to explore, destroy, or collect



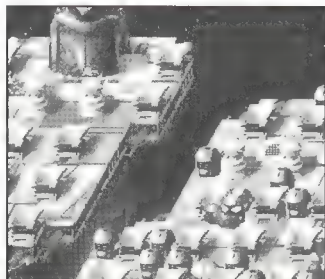
Don't worry too much about getting rid of these soft blocks—you're only halfway there.

in this dimension, it's time to warp back to the exit, and prepare to face the Dark Force Bombers' leader: Burglar the Mighty.



BOMB BITERS

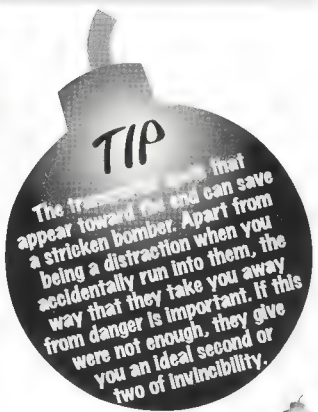
These operate similarly to the snakes earlier in the game, but are far bulkier and uglier! They track your movement around the maze, hoping to get their artificial teeth into you. Unfortunately, it's hard to blow them to pieces, as the biters have a healthy appetite for bombs. You have to plant a bomb (or bombs) to go off when they're within range of the blast but not so close that they can swallow the explosive.



There is no better place to be than halfway between transporters—nothing can touch you.



Gigantic explosions on these small walkways are very risky, but sometimes essential. Give yourself plenty of time to escape.



TIP
The transporters that appear toward the end can save a stricken bomber. Apart from being a distraction when you accidentally run into them, the way that they take you away from danger is important. If this were not enough, they give you an ideal second or two of invincibility.

PLANET BLACK

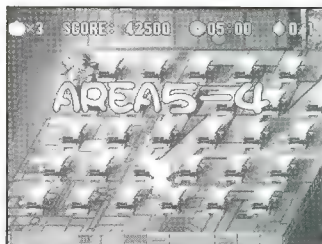
AREA 5-4

PASSWORD: 3021

CRYSTALS: 1

TIME: 5:00

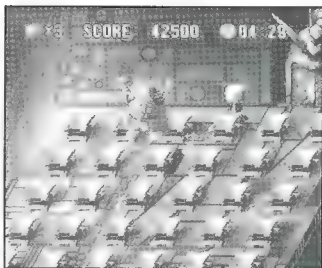
"Well done, Bomberman. Welcome to my world!" intones the final villain as you warp into his fighting domain. Burglar is the leader of the Dark Forces and plans to gain revenge for the long-term imprisonment of his people. It's not going to be an easy fight. The battle takes place on the usual tightly planned grid, with the bearded bad guy lumbering around, offering you occasional chances to destroy him.



Take a deep breath and prepare for the worst; Burglar will not die without a struggle.

Burglar is very hard to hurt. It seems that any time you lay down a trusty explosive in his path, he decides to rise into the air, above your scope of attack. If this isn't bad enough, he has some pretty devastating attacks that will kill you unless you're on your toes.

Burglar likes to throw around bouncing bombs that you won't know how to avoid until they have settled. He also likes to set out a few normal bombs in devastating lines that can turn practically the whole grid into an inferno. Both of the blasts from these attacks cover the entire length of the arena, so unless you're well protected, it's toast time.



It's practically impossible to finish Burglar off without throwing bombs.

His long-winded greeting should give you time to plan out your strategy.



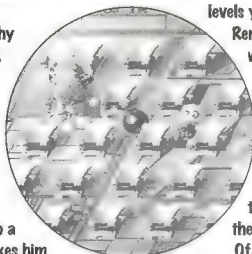
You can set as many bombs out as you like, but they're unlikely to touch him on the ground.



It is absolutely crucial, above all else, to preserve your safety in this area. You must buy time to wear Burglar down, but time is limited.

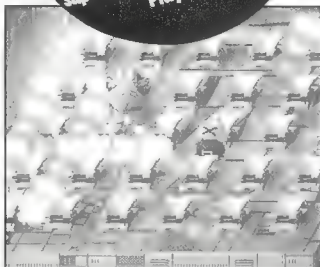
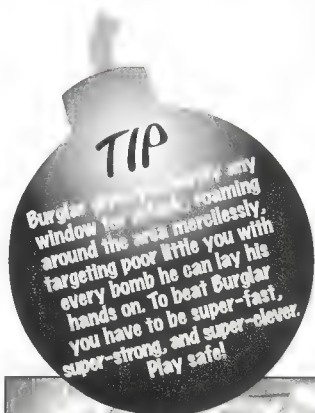
The big, bearded bandit protects himself, which is why it's so hard to finish him off. If you have multi-bombs and set them around the grid, he will practically never put his feet on the ground and make himself vulnerable. He only walks around if he's certain that there's no danger around, so a carefully bombed arena makes him jump uneasily from place to place.

However, Burglar leaves himself open to a few attacks now and then—and it's essential that you're well armed with power-ups when he does. Anything you can get from the many

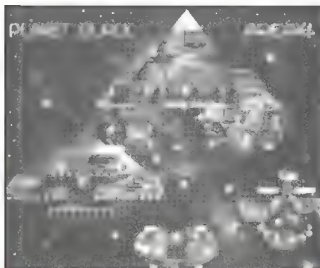


levels you have conquered, especially Remote Bombs and Bombs Ups, will be needed. Treat the previous planets like store rooms, now that the whole solar system is open to you. Also, if you have the Power Glove icon, it's possible to pick up the bouncing bombs that Burglar throws and deliver them back to the nasty man. Of course, being the last bomber

boss in the entire Bomberman World, it's going to be a tough battle, but if you utilize those little windows of vulnerability he occasionally leaves himself open to, Burglar can be brought down to Earth.



Always remember: If Burglar's attacks don't get you, your own stupidity might.



If you want to reach the pinnacle of Planet Black, you must have an impressive arsenal.

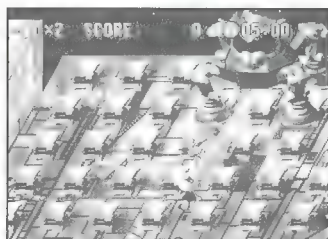
PLANET BLACK

AREA 5-5

PASSWORD: 0351

TIME: 5:00

Burglar did not like that one bit. Unfortunately, the hairy horror isn't done yet. He says the Dark Power is pretty much invincible, but don't give up! As he calls his trusty robot Koji to reduce his sworn enemy to ashes, you can tell it's not going to be an easy last battle.



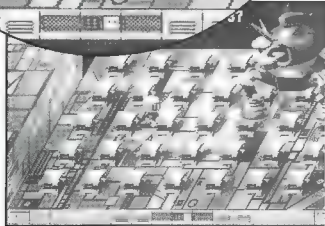
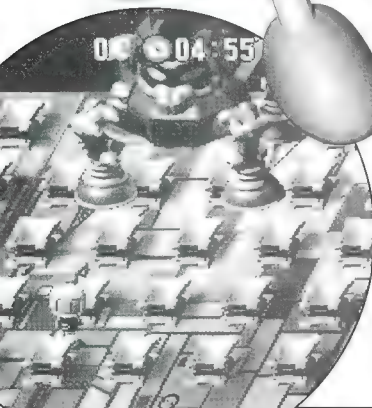
As your hairy nemesis is beamed up, you must prepare yourself for the worst.

The scarlet robot scrapes around the fight arena, threatening to flatten you into the hard floor. He's pretty harmless, though. If you lay bombs around in his path at first, he sucks them into his inner workings and molds them into a much larger, more dangerous bomb guaranteed to blow you away.

If you lure him in the right direction (while avoiding danger yourself) you can fix it so he

hits himself with these devilish explosives. He also sometimes ignores other bombs long enough for them to blow up in his face.

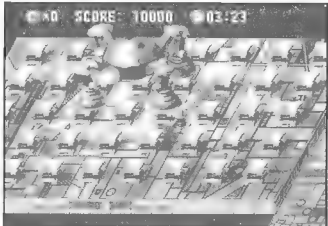
Your best chance to cause him pain is when he changes his battle plan and unleashes his eye laser. This attack is easy to avoid, as he can only shoot in an arc in front of him, and the laser point is easy to predict. Meanwhile, he can't steal your bombs, so take



Only a fool would be killed by Koji's eye-laser move—attack him now.



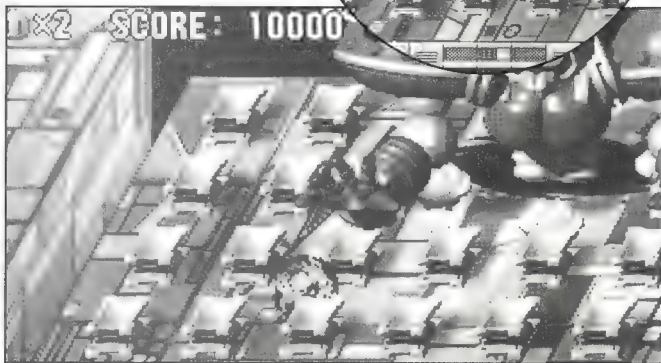
Koji's big bombs look threatening, but if you are careful they are more likely to hurt him!



Hooray! The vicious metal monster is defeated—or is he?



The second titanite incarnation of Koji rises from the battle vortex.



The once easily avoided eye-laser move, when combined with all the other devastating attacks here, becomes a major threat to Bomberman's success. Keep on your toes.

this opportunity to lay as many as possible around him. Make sure you don't touch his spindly legs. Also, place the bombs so that the blast will hit him, instead of a wall, and stand well out of the way.

This is reasonably tricky, but after 10 hits, Koji explodes and you get 10,000 points! But then the real agony starts.

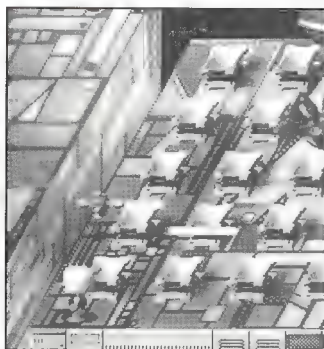
Just when you're slapping yourself on the back for excellent explosives work, a dark portal appears in the grid before you and Koji reappears out of the hole—but this new Koji makes your last battle look like a walk in the park!

Huge iron arms zoom out of what is left of his bodywork, and a set of spinning balls cluster around his middle. Not only does he now have his eye laser attack (which is still pretty easy to avoid), but he has a laser cannon positioned on either side of the arena. These move up and down, shooting an almost inescapable series of laser beams across the arena. Finding your way through these, while

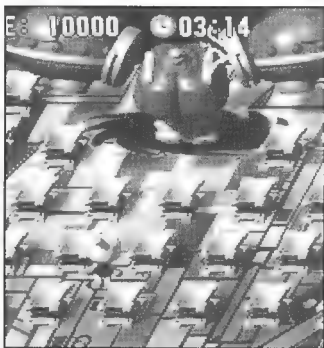
dodging Koji and his eye laser, is the ultimate challenge in Bomberman World. Oh, and don't forget that after a little while, the ground begins to erupt in geysers of sheer energy!

Obviously, this is just about the limit when it comes to death-defying situations for poor little Bomberman, but it can be done. Koji's only points of vulnerability are the four balls around his middle. They start off with green stripes, but they change color each time you hit them: One hit of a ball turns it yellow, the next red, then a third hit deactivates the ball. You can gradually blow them all up.

Only when all four balls are deactivated is Koji—and Burglar within the robot—finally destroyed in a dazzling explosion. The victorious Bomberman jumps aboard his spaceship and, in a short video sequence, returns to his home planet, where he is greeted by a crowd of joyous Bomberpeople. Well done, Bomberman!



The field of energy that these laser cannons create cannot be accepted. Finish them.



The end is nigh. This battle will test every gaming molecule in your body!

TIP

The best way to stand of defeating the Koji machine is by battling on with the bio-armor as long as possible. You have four three-phase targets to destroy, two lasers, and the robot himself, while avoiding its many, many attacks. This cannot be done with just Bomberman.

BATTLE GAME



The Battle Game is what the Bomberman series has always been about, and in Bomberman World, this section is better than ever. You have a number of different game options that add variety and excitement, but best of all, Bomberman World features 10 different battle areas! In this section, we look at all the features of this superb multiplayer game and give you some helpful hints along the way. Let's start by looking at the options you have to choose from.

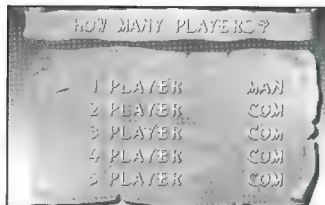
BATTLE ROYAL MODE

SINGLE MATCH

This is the basic multiplayer mode—it's every man for himself in true Bomberman style. Most of the power-ups available in Normal mode are present, so it becomes a race between the players to grab as many pick-ups as possible while blowing up all the soft blocks—then killing each other!

In this Single Match game, up to five Bombermen can take part. You can choose human or CPU controlled competitors, computer skill level, number of wins required to take the match, and a time limit, if you want one. If you own a multi-tap for your PlayStation (and enough controllers, of course), you can have up to five human Bombermen running around hurling bombs at each other!

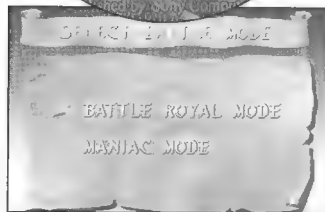
The Battle Royal mode features 10 different battle arenas. Each is covered on the coming pages with screenshots, tips, and some general help to make your life as easy as possible!



Up to five players can battle it out in Bomberman World at once!

TAG MATCH

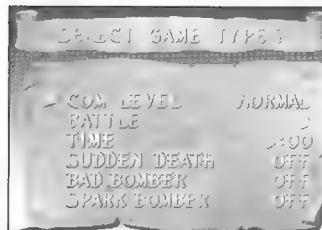
This is basically the same as the Single Match in terms of options, levels, and power-ups. However, the five Bombermen split up into two teams in Tag Matches. Now you must take out the opposing team. The last team with a member standing is the winner—it's as simple as that! You can choose to have the Bombermen controlled by the CPU or humans, so even if you're a solo player you can indulge in some tag team action!



There are two modes to choose from in the Battle Game: Battle Royal and Maniac.

Because you're working with other players in this mode, the tactics and strategies used can vary from the ones used in the Single Match. For example, you can gang up on a single opponent and box him into a corner with a series of well-placed bombs. When played correctly, two teammates can make it impossible for an opposing Bomberman to escape!

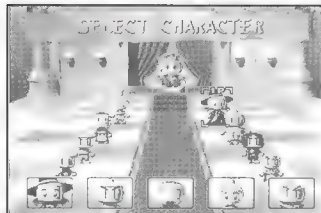
The other thing to watch out for is accidentally blowing up a team member. It's no longer you against everyone else, and you must give some consideration to the people on your side, as ultimately they could win the match for you. It's not a good idea to run around the maze laying bombs all over the place like you can in Single Match mode, because you could trap a partner rather than an enemy.



There are so many options to customize in the Battle Game—you'll never get bored!

MANIAC MODE

Maniac Mode is similar to Battle Royal Mode as far as the level's power-ups and characters

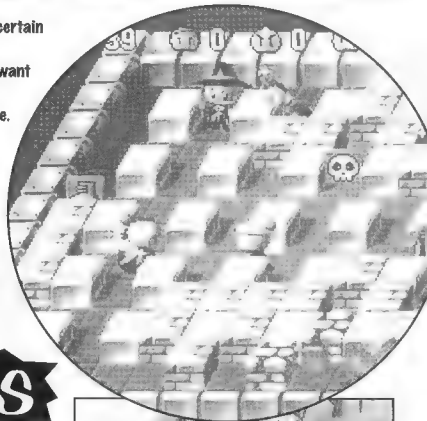


All the Bombermen have similar abilities, so you can just go for the one you like the look of!

go, but this version allows you to alter certain game parameters.

You can decide what pick-ups you want to be available, so you can have all the power-ups be extra bombs, for example. You can effectively create a battle of your choosing. You can choose to have no power-ups available at all, but this makes killing your opponents very difficult.

In addition to this power-up editing option, you also can choose a handicap system that can balance any skill differences between novice and expert players.



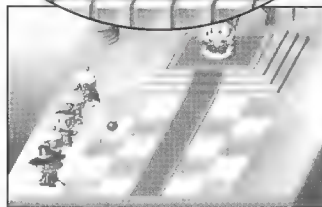
MULTIPLAYER BASICS

As mentioned, the tactics used in the multiplayer battle vary from the ones used in the Normal Game, so before we go onto the battle stages and characters, we'll take a good look at the basics!

- As soon as the action begins, begin placing bombs next to the soft blocks that surround your starting position. But be careful not to block yourself into a corner. When a bomb blast hits a soft block, the destroyed block often reveals a power-up for you to collect. These power-up effects range from extra bombs to extended explosion range and give you an advantage over opponents who lack comparable items. However, speed is the key because there are only a limited number of soft blocks available on each stage—and once they're gone, so are all the power-ups!
- Kicking bombs toward opponents is a very important skill in multiplayer Bomberman. Sliding bombs toward enemies stuns them on impact, making it almost impossible for

an opponent to escape! Advanced players will kick multiple bombs at their opponents; the first stuns them, while the follow-up bomb blocks them into a corner. There is no way to escape this tactic!

- The Punch item, represented by a boxing glove, is another excellent power-up that should be collected at the first opportunity. The advantages this pick-up gives are twofold. First, it allows you to set traps from a safe distance—you can simply plant a bomb, then punch it over blocks to where your opponent is standing. This means you're in no danger, and your opponent will have no idea the trap is being set until it's too late. Secondly, the Punch power-up effectively means that you cannot be caught with a corner trap trick. If an opponent lays a bomb behind you and blocks you in, simply use the boxing glove to punch it away, then make your escape! Get the Punch power-up early and you have a good chance to win!



When you win a stage you are presented with a flag by King Bomberman.



There are ten regular stages to choose from in the Battle Game. Each is very individual.



If no winner can be found within the time limit, the game is declared a draw!



Win the set amount of game and you are declared the overall winner! This is your prize!

- When killed, an opponent loses all power-ups. However, these valuable pick-ups don't disappear altogether; they reappear throughout the maze and can be collected by any of the other players. For this reason, always be ready to run around the maze and grab as many as you can when an opponent bites the dust.
- If you have the Sudden Death option switched on, the maze starts to fill with blocks as the time limit nears—if you're squashed by one, it's Game Over! The last Bomberman standing is going to win, so the safest spot on the entire screen is in the center. As the blocks come raining down and the space you have to work in gets smaller, stay as close to the middle as possible. If you have the Punch power-up, you can clear away any bombs your opponents lay. Just stay near the center of the screen—there has to be a winner at some point, so just hope that your opponents get squashed first!
- This is an excellent little trick that works on stages with a floating platform above the main maze—namely Brick Castle, Slippery Valley, and Chimney Blast—when the Sudden Death option is switched on. As time runs out and the stage begins to fill with blocks,

teleport yourself to the floating platform—be quick or the blocks will cover up the teleport tile! Now you can just sit back and wait for the mayhem below to unfold. The blocks don't fill the floating platform so you're in no danger, and if you continually place bombs on the teleport tile, an opponent who tries to hide in the same place is killed as soon as they appear! Is that cool or what?

- While many of the stages in Bomberman World have extra features, ranging from seesaws to mine carts, using them each and every time you play isn't the best strategy. It's very easy to get drawn into a situation where you're just using the features for the sake of it, but where a plain and simple bomb trap would be much more effective. The trick is to know when to use the stage features—the mine cart on the Volcano stage, for example, is very useful for killing opponents and clearing soft blocks—and when not to use them, like the seesaws on the Seesaw Park stage. The computer gets caught out by using these less effective features quite often, particularly on the "Easy" and "Normal" difficulty settings, so use this to your advantage. Wait for them to back themselves into a corner, then trap them with a well-placed bomb.
- When you die in multiplayer mode and you have Bad Bomber mode switched on, your character comes back into the game, floating at the side of the screen in a robot suit! Your abilities in this form are limited, but can have major consequences. You can move your Bomberman up and down the screen, and although you can only throw one bomb into the maze at a time, you can change the direction of the battle. This is particularly useful if a character only needs to win one more battle to take the match, as the other players can gang up on this individual and make sure that they don't win. A cunning but dirty tactic—which is what multiplayer Bomberman is all about!

THE CHARACTERS

Before you start to battle it out in a multiplayer game, you must first choose a character. For human players, there are only minor speed differences between the characters, and these are soon forgotten as soon as the power-ups start to be collected.

Other than minor factors, it's basically a case of which one you like the look of. The list of characters that you choose from includes classic Bomberman, Bomber Witch, Bomber Ninja, Bomber Monk, and Bomber Fairy. See which one takes your fancy and get bombing!

THE STAGES

There are 10 maze-like stages featured in the Battle Game of Bomberman World. Here we look at each maze individually, giving you info, tips, strategy, and some general help for each. This way, you'll have a good idea of what to expect when all heck breaks loose in the frenzy that is Bomberman World multiplayer mode!

STAGE 1: STANDARD

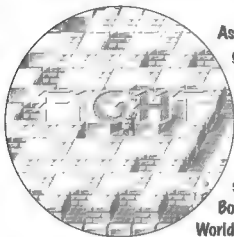
Soft blocks: Gray brick

Difficulty: Multi-bombs

Most valuable power-up: Very nazy

Extra features: None

As its name suggests, this is the most basic stage. Shiny silver blocks make up the bulk of the maze, while the stage's soft blocks are made of gray brick.



As in the regular game, the soft blocks are destroyed and can reveal power-ups. This is the key to success in Bomberman

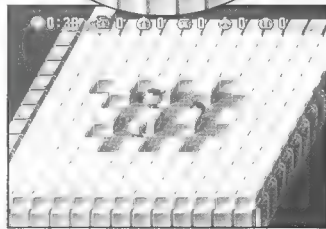
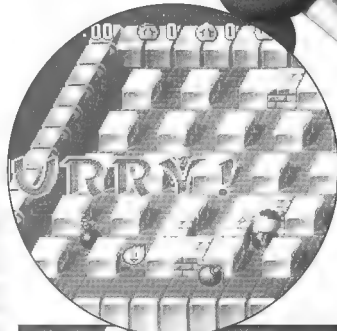
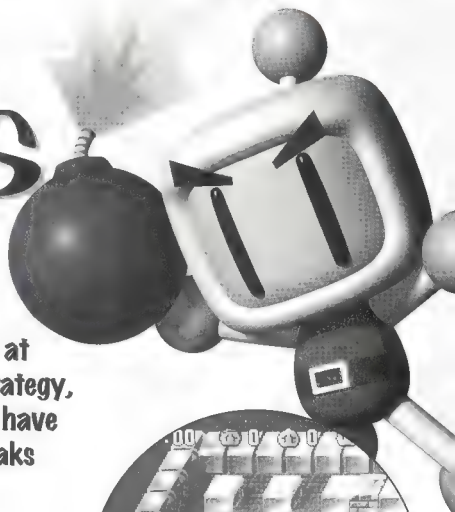
World's Battle Game. If

you quickly destroy all of the

soft blocks around you on this otherwise straightforward Standard level, you can greatly power-up your attacking ability. You'll be in a good position to attack your four opponents, who may still be trying to escape their confines!

The five players start at different locations around the maze—one in each of the four corners and the fifth contender in the center of the maze. There's no advantage in starting from a particular location, although the player who begins in the center of the maze has the most options. He can concentrate his efforts in one direction or on one opponent, whereas Bomberman who appear in a corner only have one option.

On the whole, this standard maze set-up is basic and is perfect for brushing up on your multiplayer skills. Use the tips given earlier in this section and try them out on this level; you'll have the time and space to get things right before you try the tougher mazes.



With most of the soft blocks gone, it's time to start setting bomb traps for your opponents.



The second stage is the Candy Store—this is one for players with a sweet tooth!

STAGE 2: CANDY STORE

Soft blocks: Cookies

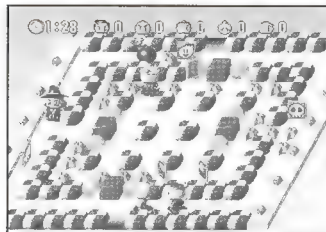
Difficulty: Easy

Most valuable power-up: Punch

Extra features: Warp gates at the top and bottom of maze; pink blocks that act like swinging doors to access different maze sections

This second maze is slightly tougher than the Standard level but is still relatively straightforward, with little in the way to bother even novice players.

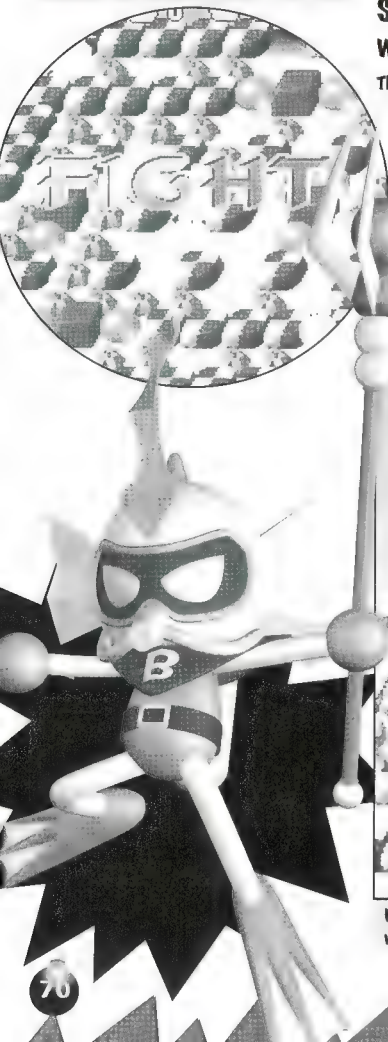
This level is called the Candy Store, and as you may have guessed, the soft blocks used here are in the form of small cookies, complete with a cherry on top! The other thing that makes this level stand out are the pink blocks that can be moved to create temporary gates around the level. To operate these "swinging doors," you simply walk into them to move them to the next position. These let you lay a bomb in one section of the maze,

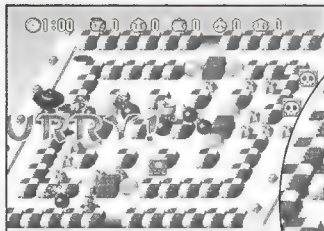


The first thing to do is grab some power-ups by destroying the soft blocks in the maze.

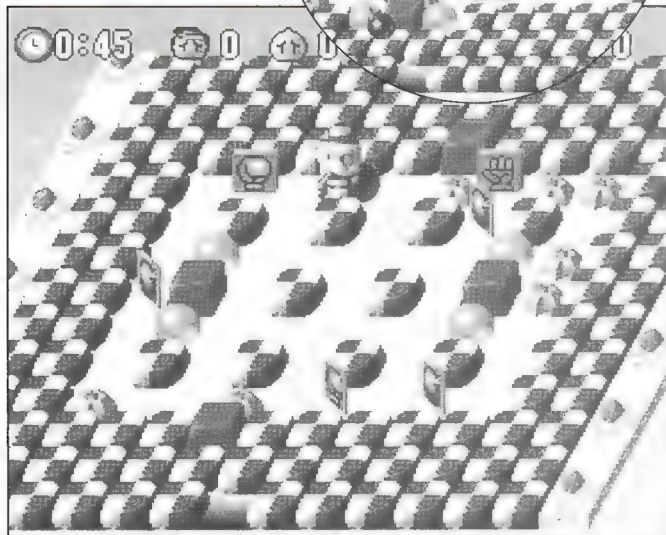
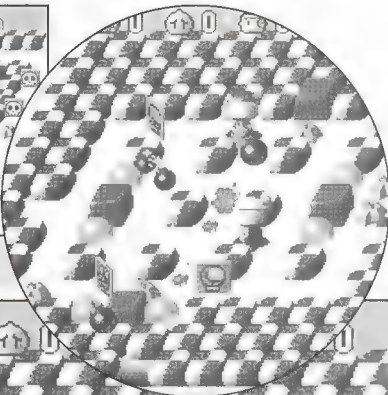


Use the glove power-up to punch bombs across the soft blocks and walls of the maze. This will allow you to block opponents in from a safe distance, avoiding any explosions.

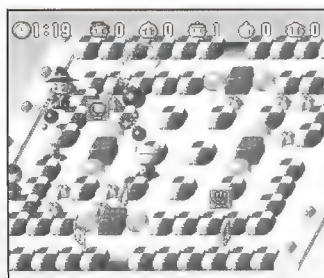




As the time winds down, the action begins to heat up!



If you've got the 'sudden death' mode switched on, and time is running out, the stage fills in leaving you with only this small space to work with. Can you survive?

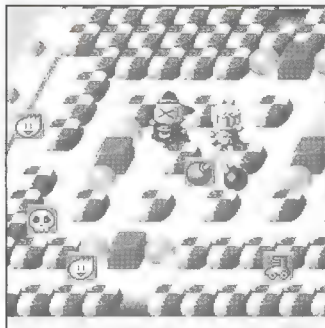


When there are lots of soft blocks left in the maze, but careful not to block yourself in.

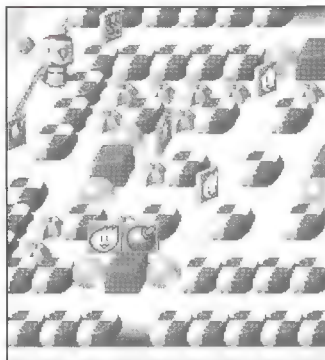
but be in a completely different place by the time it detonates.

There are warp gates at the top and bottom of the screen; go through one and you appear at the other. This makes it easy to plant explosives in one part of the maze then find safety at the other end.

By far the most valuable collectable in the Candy Store is the Punch item, represented by a boxing glove. This gives your Bomberman the ability to punch bombs over the walls of the maze. When used in conjunction with the pink doors mentioned earlier, this gives you a big advantage when trying to trap opponents.



With little time left, the Witch Bomberman makes a fatal mistake!



When an opponent dies, their power-ups reappear in the stage—grab them quickly!



STAGE 3: JUNGLE TUNNEL

Soft blocks: Mushrooms

Difficulty: Medium

Most valuable power-up: Bomb Kick

Extra features:

A huge bush in the center of the maze blocks your view; three warp gates at the top and bottom of the maze; four arrows at the corners slide bombs around

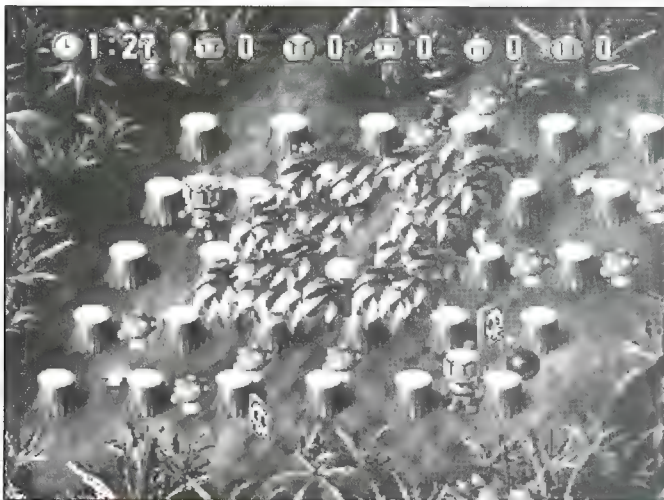
In terms of looks, this third stage is very similar to the first planet in the Normal Game. It's set in the same jungle surroundings, complete with mushroom-shaped soft blocks.

The key to doing well in this maze is to get the Bomb Kick power-up as quickly as possible while clearing out as many of the soft blocks as you can. Now you can use the arrows that are found in the four corners of this maze to send your bombs sliding around the battle area. This is a neat trick, as it makes avoiding them very difficult indeed, particularly when you have multiple bombs.

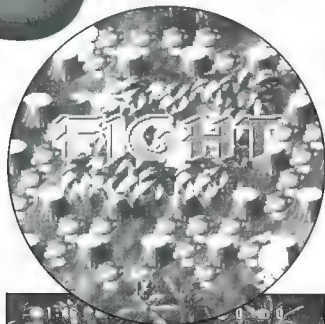
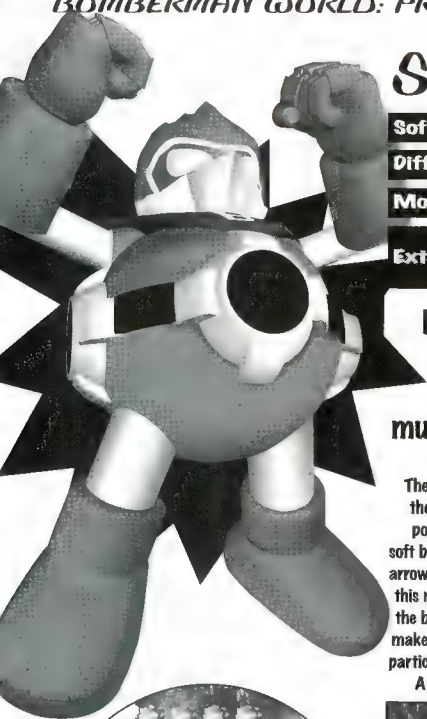
A second reason why this tactic is so



Stage three is set in the dense undergrowth of the jungle, from stage one of the Normal game.



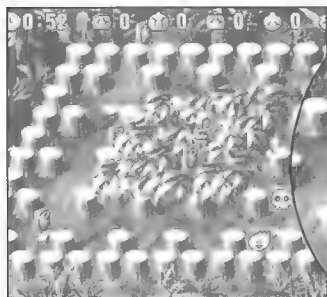
Once again the most important thing is to take out all the soft blocks and build up a good attacking arsenal of power-ups.



The bush in the center of the maze makes spotting bombs very difficult.



The most important power-up here is the ability to kick bombs. This allows you to slide bombs in the middle of the maze from a safe distance.

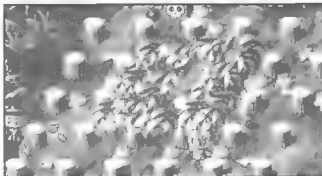


As the time runs low the blocks fill in the outside of the maze.

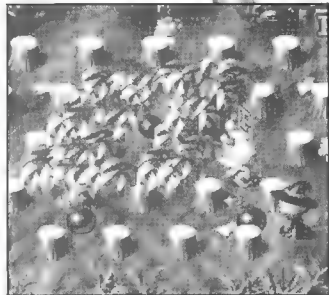
successful is that the arrows force the bombs to slide behind the large bush that lies in the middle of the maze. If an opponent is caught in the center of the action, they won't be able to see the moving bomb until it's too late!

The trick is not to get caught in the middle of the maze yourself, as you'll lose track of where you are and, more importantly, where the bombs are! If you do have to move in—to grab a much-needed power-up, for example—concentrate on the action. Keep an eye on all of your opponents and where they have laid bombs, then you'll be able to get your reward without paying the price of a life.

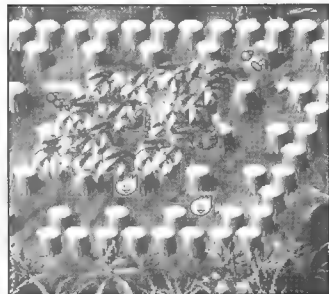
This is a fun stage that offers you, the human player, a good chance of victory if you use the tips and stay on your toes!



Unless you have to, try to avoid walking through the center of the maze.



Here we see the Witch Bomberman sliding bombs into the danger area.



If your opponent dies while the maze is filling in, be quick to grab their power-ups.

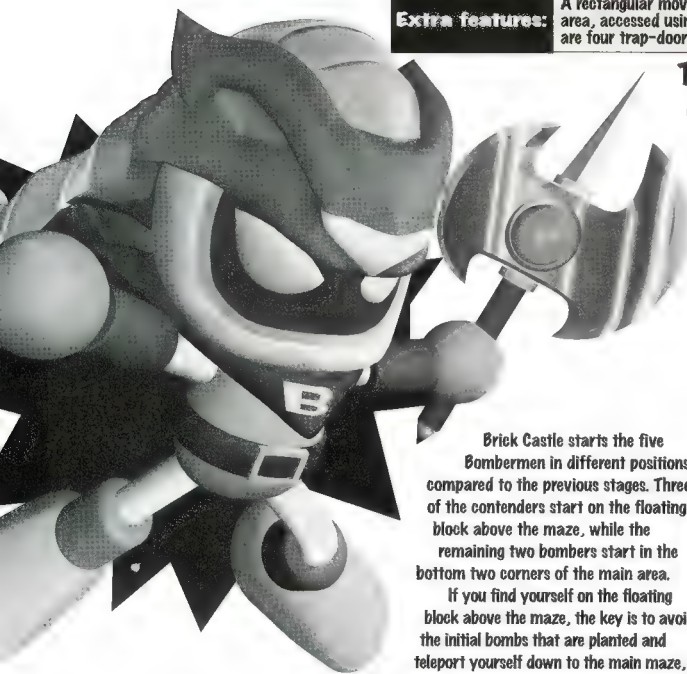
STAGE 4: BRICK CASTLE

Soft blocks: Wooden barrels

Difficulty: Medium

Most valuable power-up: Punch

Extra features: A rectangular moving platform above the main maze forms a second area, accessed using either of two trapdoor teleporters (beware: there are four trap-doors in total and you can't be sure at which you'll arrive).



This is a fun level because you effectively have two battle areas in which to set traps and catch your four opponents in a bomb blast. However, this means that staying alive is much, much tougher for you, too!

Brick Castle starts the five Bombermen in different positions, compared to the previous stages. Three of the contenders start on the floating block above the maze, while the remaining two bombers start in the bottom two corners of the main area.

If you find yourself on the floating block above the maze, the key is to avoid the initial bombs that are planted and teleport yourself down to the main maze, as this is where you can start collecting power-ups. If you start in the main section of the maze, be quick and clear out as many of the soft blocks around yourself as you can, grab the power-ups, then get ready for the other three bombers to enter the action.

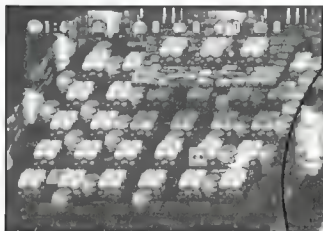
This stage is the first where clearing all of the soft blocks and stocking up on lots and lots of power-ups isn't important. Obviously you need a few to get started, but once you have the basic multi-bombs and extended range power-ups, you should be looking to use the remaining soft blocks and trapdoors to block your opponents into corners. The other power-up worth looking for is Punch, as this gives you the ability to punch bombs over walls, and makes setting those all-important traps even easier.



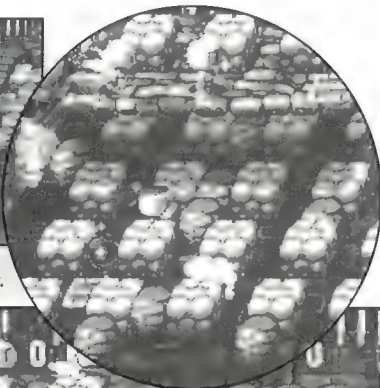
This level is the first to feature a second platform suspended above the main maze.



If you start above the main maze, quickly drop down into the thick of things.



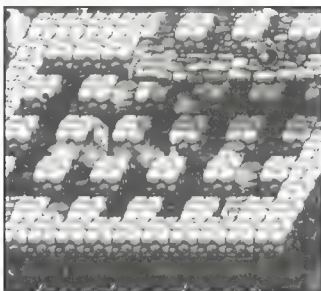
Use the small platform above to set traps as escaping the explosion is tricky.



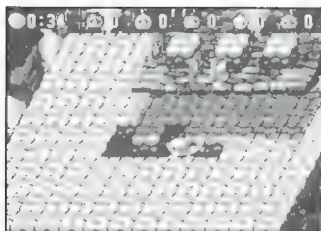
If you start above the main maze you can take out at least one of the nearby opponents at the start. Wait for them to back themselves into a corner, then place a bomb so they can't escape!

The teleport trapdoors are a large part of the strategy used in this maze; they warp you around the screen in a set order, and knowing this is a big help when laying traps for rival bombers—or trying to escape one yourself! Starting from the trapdoor on the left-hand side of the floating platform, you're teleported clockwise around the maze. When you reach the trapdoor in the bottom-left of the main maze section, standing on this again takes you back to the start of the sequence, i.e., back up to the suspended platform.

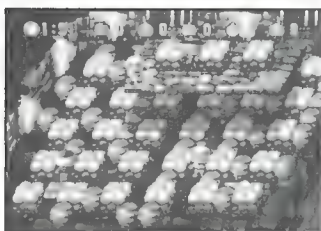
If you can learn to utilize these trapdoors, you'll be able to come up with some deadly traps that corner your opponents, leaving them no chance of escape!



Don't let the blocks cover up the teleporters as they will block your escape route.



If the main section of the maze starts to fill in, teleport above to safety.



When teleporting between the two platforms, make sure there's no bomb on the teleporter.



Most of the soft blocks are found in the maze, so you'll have to move to grab power-ups.



STAGE 5: VOLCANO

Soft blocks: Rock

Difficulty: Medium

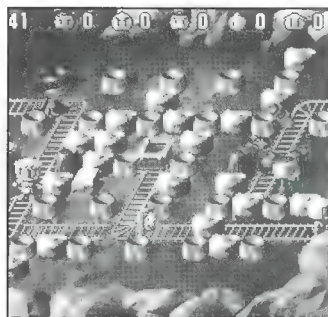
Most valuable power-up: Speed Up

Extra features: A mine cart track threads its way through this stage (while in a mine cart you cannot be hurt by bombs and running into an opponent kills them).

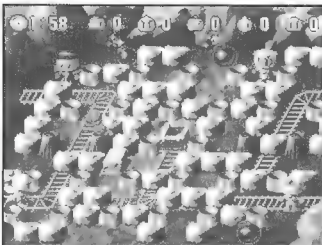
The starting positions for the Volcano stage are slightly different because the mine cart takes the center position. Four Bomberman start in corners while the fifth begins his battle at the top of the screen, between the other two upper characters.

If you happen to be the unlucky player who is starting in the top-middle position, you're immediately under pressure from both sides. Try and clear a path through the soft block to the mine cart as quickly as possible, then jump in. This will keep you safe in the initial stages of the battle and may even take out a few opponents and soft blocks in the process. If you start in one of the four corners, the normal strategy applies: clear the soft blocks, grab the power-ups, then start setting traps.

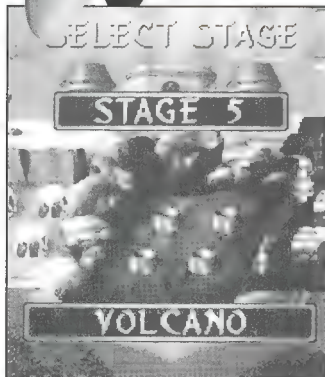
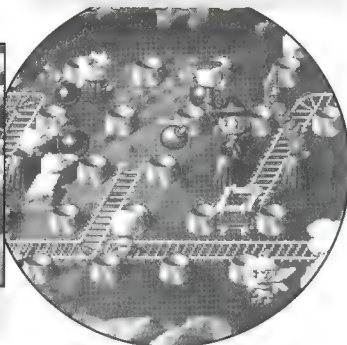
The mine cart is the single most important factor on this stage. The advantages this offers are threefold: First, your character cannot be hurt by an explosion when in the mine cart. In fact, if you run into a bomb while inside the cart, you cause the bomb to explode early, without losing a life!



Use the mine cart to clear out most of the soft blocks around the maze.



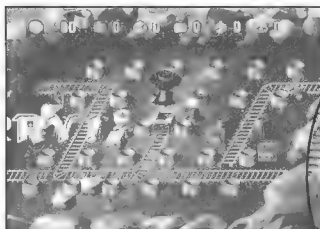
From the start you should notice the mine cart in the center of the arena.



The volcano stage has some of the most exciting features in Bomberman World!



Use bombs to clear out soft blocks and grab power-ups before you start attacking opponents and using the mine cart, or you'll be caught unarmed!

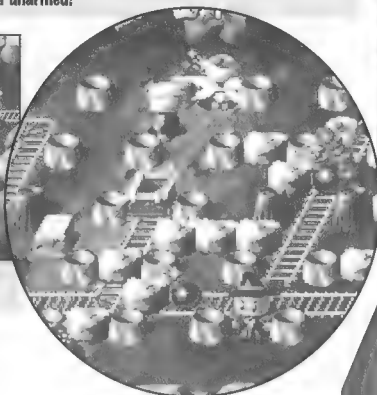


When you get the 'HURRY!' message you've really got to move—time is running short.

Secondly, while you're in the mine cart you can run down other Bomberman. It is instant death for any opponent you hit with the mine cart—an easy way to take out multiple opponents in a real hurry!

The final reason why the mine cart is so important is that you can use it to take out any of the soft blocks that lie on the track. If you leap into the cart, it begins to speed along the track, smashing its way through the soft blocks that bar your path; with a single mine cart ride you can release several power-ups and create a long path, making it much easier to get around the maze.

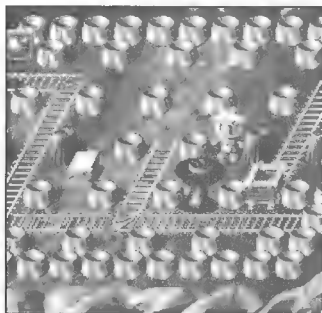
You should notice a small white block near the center of the maze. This is used to change the track set-up for the mine cart; activate the switch and you change the cart's route. A



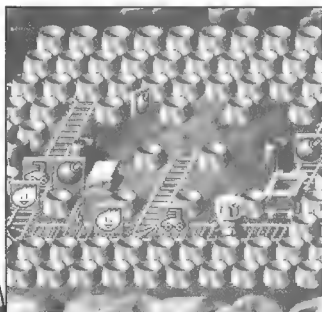
well-placed bomb can change the route of the cart while you're actually in it—very effective for confusing your opponents!

In addition to the cart and its track, there are lava jets located around the maze that spew out molten lava at intervals throughout the battle. These don't appear to do any harm so don't let them freak you out. It's all too easy to be distracted by the lava and get caught in a bomb blast, or worse still block yourself into a corner.

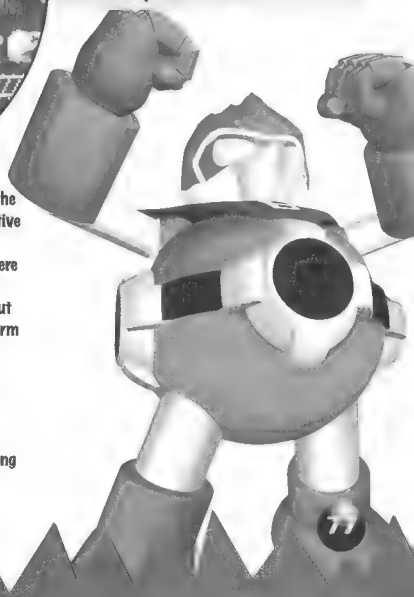
If you learn to use the mine cart effectively, you have a real chance of winning the Volcano stage battle easily.



The small block to the left of the maze changes the direction of the mine cart track.



As the maze fills in, don't get caught in the mine cart or you'll be toasted!



STAGE 6: SLIPPY VALLEY

Soft blocks: Snowmen

Difficulty: Medium

Most valuable power-up: Bomb Up

Extra features:

A small moving platform is suspended above the main maze (teleport to it using one of the two pink lights); cracks in the ice start small, but when a Bomberman walks over the crack it widens and cannot be crossed again.

This level is one of the easiest you'll come across. In terms of layout it's very similar to the Brick Castle stage, but it seems to play slightly easier. The platform above the Slippy Valley maze moves horizontally and offers you a place to hide from danger or, better still, lay traps for opponents. You can teleport to and from the suspended platform using either of the two teleporters. These take the form of pink glowing lights.

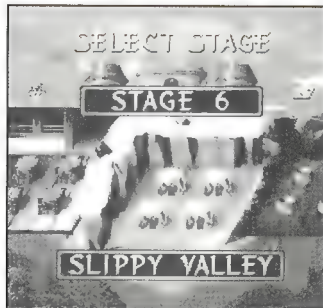
As with Brick Castle, the five characters start in slightly different positions—two begin in the bottom corners of the main area, while the other three start the match on the smaller moving platform above the main maze. If you're lucky enough to be one of the three starting here, you have the perfect chance to kill at least one of your opponents straight away. From the start, a computer-controlled



Once again this stage features two sections to the maze.

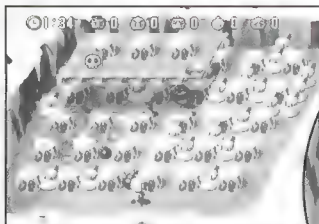
Bomberman will always drop a bomb, then hide in a corner to avoid the blast. This means you can wait for them to move into a corner, quickly drop a bomb, then avoid both explosions. If you're quick enough and have a little luck, you could take out both opponents within about 15 seconds of the start!

The cracks in the ice are a big problem on this stage and force you to think ahead. It's very easy to get boxed in between the soft blocks and one of the cracks. What makes it worse is that you can safely walk over the cracks to begin with, which means it's easy to

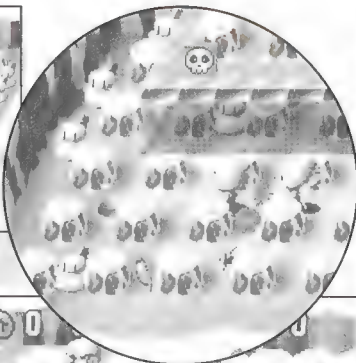


Stage six is Slippy Valley, and as the name suggests it's set in ice.

TIP
The ice floor of the Slippy Valley stage means that sliding bombs around is much easier than normal. Once you've gained the ability to kick bombs you should use it to set traps as often as possible.



From the start, teleport down into the main maze and start grabbing power-ups.



As time draws short, the blocks will once again start to fill in the outside of the main maze. The way to safety is through the teleporter.

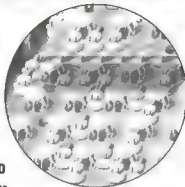
forget which have been opened up and which are still passable. In effect, wide cracks act as immovable blocks. You must really concentrate on your route or you'll find yourself boxed in by an opponent, or worse still your own bomb!



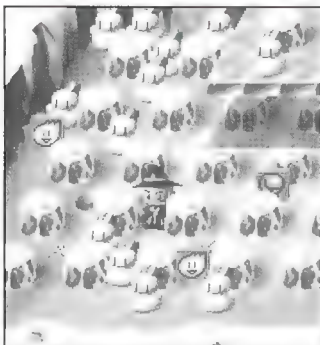
Once you've reached the safety of the small platform, sit back and watch the carnage!

A trick that works very well on this level is to place bombs on the teleport tiles! Because there's only one way to get between the two sections of the maze, every player must use the same teleport squares; if you place a bomb there, the following player must wait for the explosion or get caught in it—and in the heat of battle, the latter is the more common result!

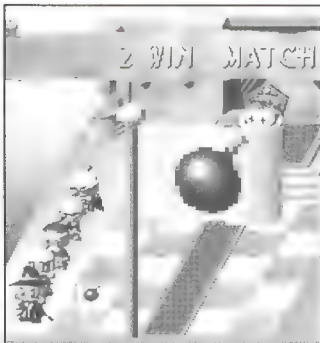
However, this can work both ways, as the computer-controlled characters like nothing more than using this tactic. You too must play ahead and always check the exit from the teleporter before you go through.



The soft blocks on this stage are snowmen. Place bombs and wait for the power-ups.

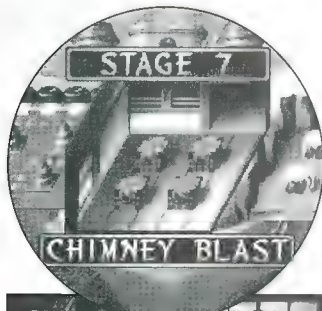


Watch out for the small cracks that appear in the ice—they can only be crossed once!



Stick to the hints and tips on this page and victory will soon be yours!

STAGE 7: CHIMNEY BLAST



This stage is yet another one with a floating platform—can you make it work for you?

Soft blocks: Lanterns

Difficulty: Medium

Most valuable power-up: Fire Up

Extra features:

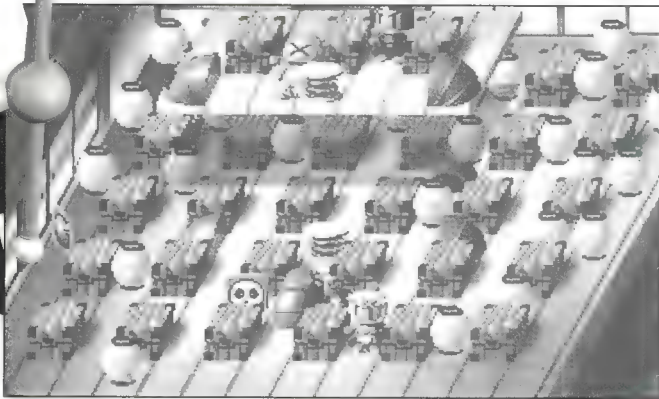
A second area hovers over the maze (reach it using a springboard); green tubes carry an explosion through to another part of the maze.

This battle is the strangest so far. It's set in another stage with a suspended platform, so the tactics that you used on the Brick Castle and Slippy Valley stages can also be used here. The method of moving between the two areas is slightly different; instead of teleporters, this stage features springboards. When your character walks onto a springboard it's bounced to the other section.

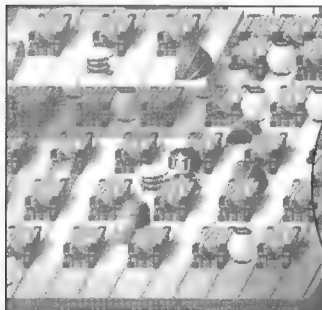
However, the start points of the five characters aren't the same as in Brick Castle and Slippy Valley. In Chimney Blast only two Bombermen start on the small, moving platform, while the other

three begin the battle in the main maze—one character in each of the bottom two corners and the final player in the middle.

As with the Slippy Valley stage, your start point can help you greatly, but because of the starting positions of the Bombermen,

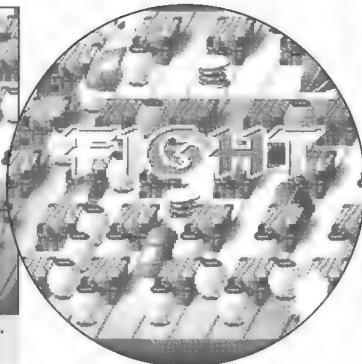


The vents that are dotted around the maze can carry the blast from a bomb. This allows you to set traps for opponents not even in the same area of the maze!



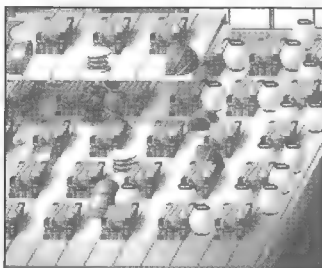
Use the springs to reach the platform above. However, beware of the delay.

It's not quite as big an advantage this time around. If you're fortunate enough to be one of the two characters who start on the small moving platform, you can eliminate your nearest foe almost immediately by using the same tactics as before. Wait for the nearby opponent to lay a bomb and retreat to supposed safety, then quickly plant one of your own bombs and box him into a corner. Quickly retreat to a safe position in order to avoid both explosions. If you're fast, you may take out a Bomberman in a matter of seconds, which puts you in a very strong position right away!

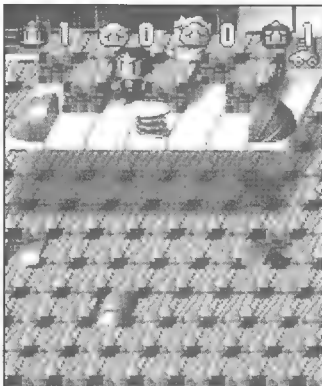


In addition to the floating platform and its springboards, Chimney Blast also has a number of green tubes (or chimneys) located throughout. If you place a bomb near one, the blast is carried through one of the other tunnels in the sequence.

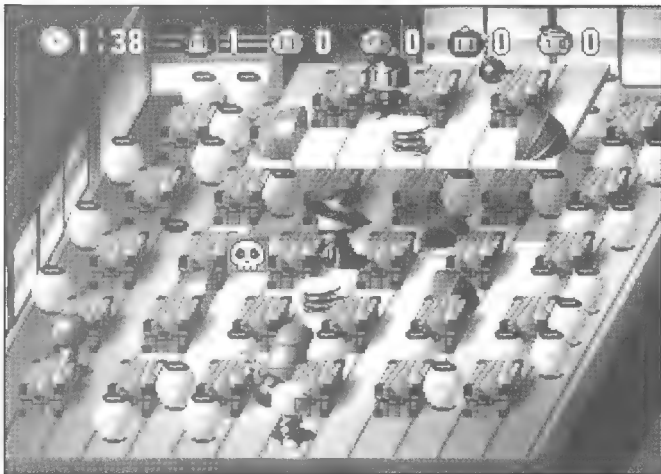
On this stage the most important power-up to grab is the Fire Up; the more you collect, the longer the range of your bomb blasts. This means you can plant bombs next to green tubes and cause mayhem as the explosion goes through the tube and out the other side; the longer the explosion, the greater the threat this tactic presents.



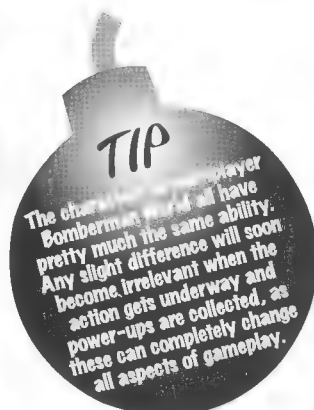
Destroy the lanterns and grab any power-ups you can get your hands on.

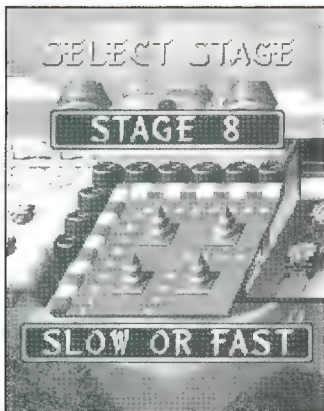


The 'Sudden Death' mode makes the small platform the only safe place to be.



In the early stages of this battle it's crucial to power-up your Bomberman's skills, while at the same time keeping a close eye on where your opponent is laying bombs.





Slow or Fast is easily the most unique stage in the game.

STAGE 8: SLOW OR FAST

Soft blocks: None

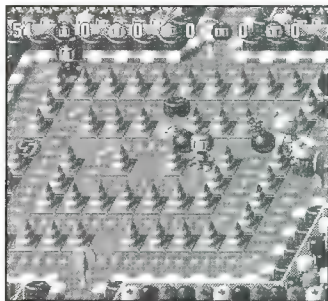
Difficulty: Medium

Most valuable power-up: Bomb Up or Fire Up

Extra features: A regenerating tire produces power-ups in place of soft blocks; warp gates take you from one side of the screen to another; numbered tiles change characters' speed.

This stage is the most interesting of the multiplayer game as it has a number of unique features. First, this level has no soft blocks whatsoever. The only way power-ups can be collected is to destroy the tire that lies in the middle of the stage. Place a bomb near this and the destroyed tire often reveals a power-up to collect. The tire soon reappears, allowing you to repeat the process.

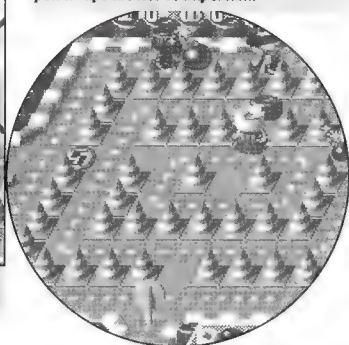
While there are power-ups, this method of collecting them really restricts the amount available. It also makes an obvious focus for the players, as collectibles only appear at that single spot. It's very important to grab as many power-ups as you can from the start so you don't have to visit that location again. The Bomb Up and Fire Up items, in particular, can really turn a match in your favor.



Because this stage has no soft blocks, power-ups are not so important.

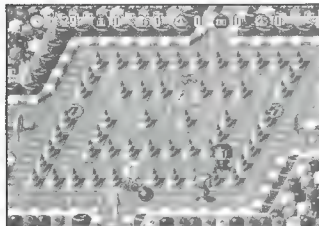


You'll know when a battle is about to start as the word 'FIGHT!' will splatter onto the screen.



This stage features warp gates that take you from the left to the right-hand side of the screen, and vice versa. Simply walk out of one side and you appear on the other! Use the warp to avoid explosions with ease.

However, the third and most important feature on the Slow or Fast stage is the numbered tile. There are two of these, one on each side of the maze, near the warp gates. When a character walks over one of these tiles, the character's walking speed is affected. The speed depends on the number on the tile; "5" means you'll move very fast, while a "1" takes you down to a snail's pace!

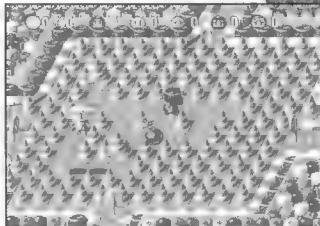


The exits at the left and right of the screen provide easy access to all Bombermen.

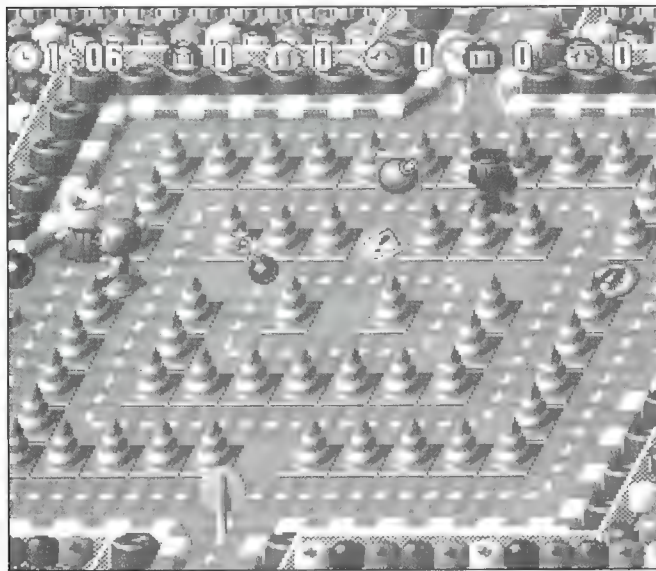
Numbers between these have less drastic results.

The speed tiles can make or break a battle. At the start of the match, wait for the number to change to a "5" and then walk over the tile. You'll have greatly enhanced speed!

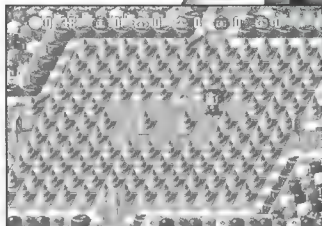
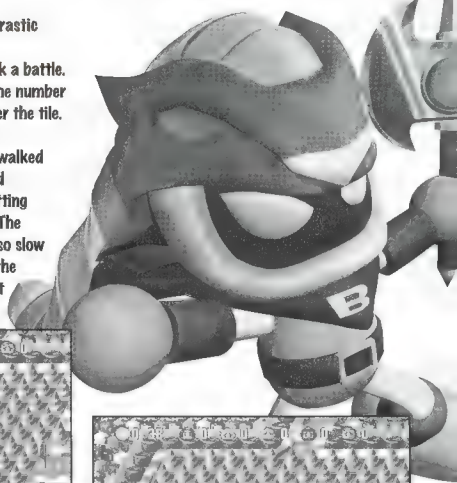
If you see an opponent who has walked over a tile and lost speed, you should immediately capitalize on this by setting bombs around this unfortunate foe. The sluggish Bomberman's speed will be so slow that he'll simply be unable to avoid the ensuing explosion! A dirty tactic, but a great one!



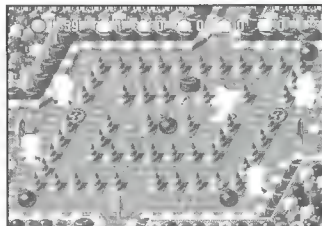
As the cones start filling in the maze, space becomes far more precious!



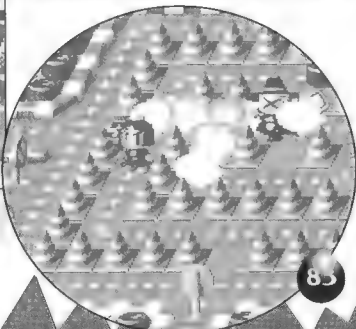
The only way to get a power-up on this stage is to place a bomb next to the tire toward the center of the maze.



With only thirty seconds left to go, this is all the space you're given. Making traps is easy!



At the very beginning of each battle, all Bombermen are invincible.



STAGE 9: DESERT WARP



The Desert Warp stage is probably the most difficult of all the multiplayer stages.



This dust-filled stage is fraught with danger and features that you won't have seen before.

Soft blocks: Cacti

Difficulty: Hard

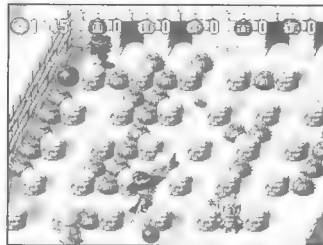
Most valuable power-up: Bomb Up

Extra features: Conveyor belt-like strips carry characters and bombs (a gray block controls the conveyors' direction); warp gates take you between the top and bottom of the screen.

This is probably the most difficult of all the multiplayer stages appearing in *Bomberman World*, so be ready for a real fight if you want to win here! *Desert Warp* is packed with features, and these little extras certainly make this stage interesting.

First of all, four "conveyor belt" strips run vertically through the level. If a Bomberman or a bomb comes into contact with one of these conveyors, it will be carried up or down the screen. A small gray block in the middle of the maze controls the direction in which they run.

As you can imagine, the conveyor belts make things very difficult indeed. You might plant a bomb at the top of the screen, but by the time it goes off it could have moved halfway down! This is also the case when a Bomberman stands on one of the conveyors, making it very difficult to keep track of where you are and, more importantly, where the bombs are and explosions will be. It's all too easy to get destroyed by a conveyor

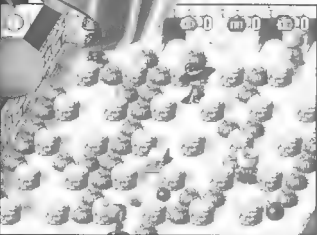


The two small circles in the center of the maze are warp points.

carrying you toward a bomb or a bomb toward you!

In addition to the conveyors, there are warp gates in the middle of the screen that carry you from the top of the stage to the bottom, or vice versa. Like the warp in *Slow or Fast*, it's perfect for escaping from bombs.

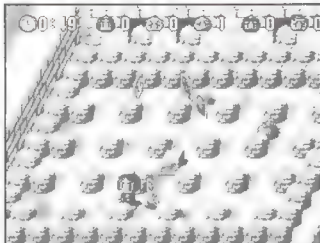
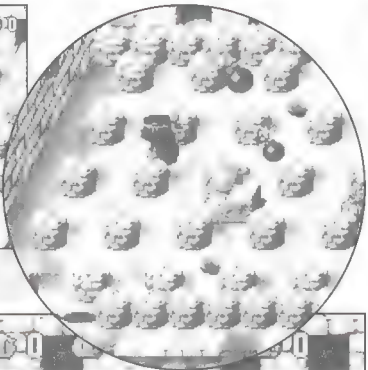
When a *Desert Warp* battle begins, first clear away as many of the soft blocks as you can. There are two reasons to do this. First, it uncovers lots of power-ups that you'll need if you want to win (the Fire Up, Bomb Up, and Speed Up items are particularly useful!). The second, and most important, reason for clearing away the soft blocks is to clear the conveyor belts, which brings them into full play. When a bomb is placed on a conveyor, it moves in the belt's direction until it explodes, runs into a Bomberman, or hits a soft block, so until all the soft blocks are gone, the belts can't be fully utilized.



As ever, power-ups are crucial, so don't hang around at the start of the game.



Use the escalators to send bombs sliding toward your opponents.



As the maze starts to fill in, the effects of the escalators become even more deadly.



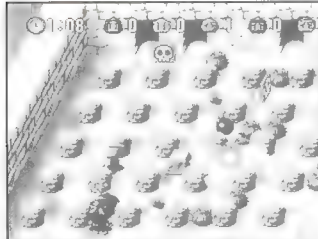
If you place a bomb on the escalator it can actually transport the explosive device to the other side of the maze, making it simple to set traps.

The warp on this stage isn't much use, as it only transports you from the top to the bottom of the screen. Unless you're surrounded

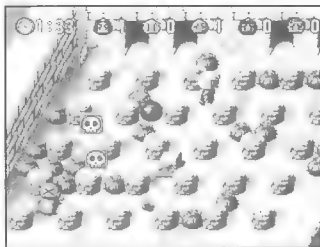
by bombs, there isn't much point in using it.

Also, the animation that accompanies the warp sequence takes about three seconds to complete, so beware. You may step on the warp tile by accident then get caught by a bomb explosion while you're waiting to disappear—very frustrating!

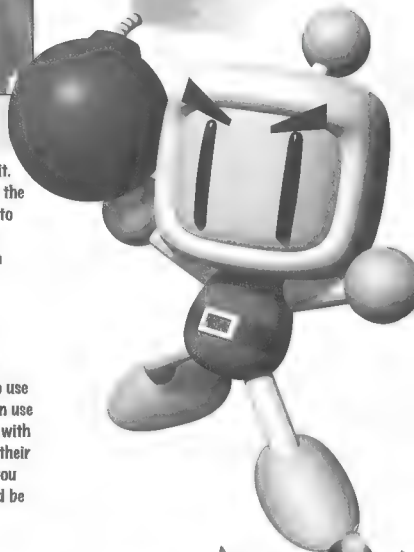
Remember, the single most important feature of Desert Warp, the one that determines how well you perform in this difficult maze, is how quickly you learn to use the conveyors to maximum effect. You can use them to set up traps, surround opponents with bombs, and can use the switch to change their direction and confuse your opponents. If you fail to utilize the conveyor belts, you could be the one in trouble!



The switch in the center of the level reverses the direction of the escalators.



The skull icons usually mean that something bad will happen—like reversing the controls.





The final regular multiplayer stage is set in a kiddies playground.

STAGE 10: SEESAW PARK

Soft blocks: Ice cream cones

Difficulty: Hard

Most valuable power-up: Bomb Up

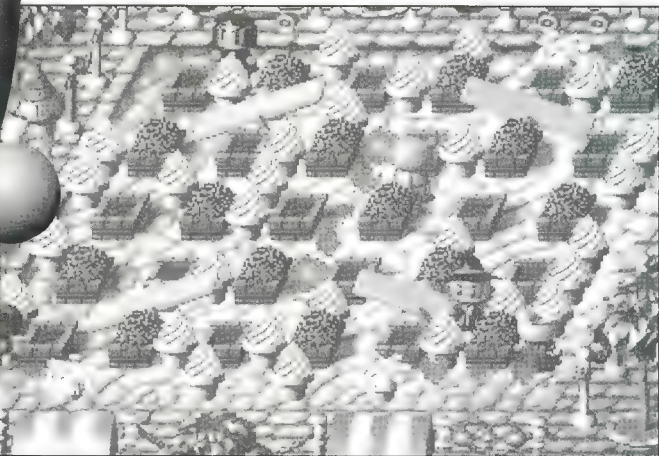
Extra features: Seesaws allow you to launch bombs

The most obvious feature of this stage is pretty much given away by the name; in each corner of the maze you'll find a seesaw that can be used to launch bombs across the screen. To use a seesaw, all you need do is place a bomb on the lower end, then walk around to the higher end and stand on it.

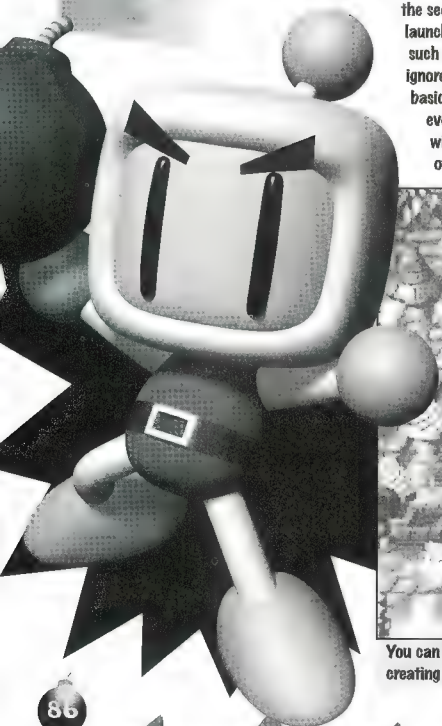
Despite the seesaws, which may give you the impression that this stage is going to be complicated, it is one of the most basic of all the levels featured in the Battle Game. While the seesaws give you the opportunity to launch bombs, the fact that doing so is such a slow process means that you may ignore them altogether and simply use basic bombing tactics. Your opponents, even the CPU ones, tend to get obsessed with using them, so you'll have plenty of opportunities to box them in.



Soft blocks are ice cream cones here, and as ever the power-ups come spewing out of them.



You can use the seesaws to catapult bombs, or players, across the maze. This is great for creating traps or losing pesky opponents!



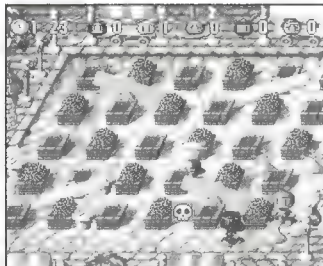


If you have multiple bombs, setting traps should be a piece of cake!

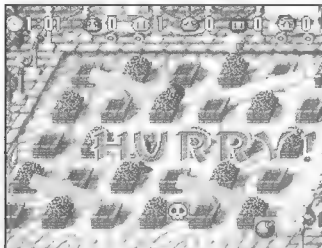
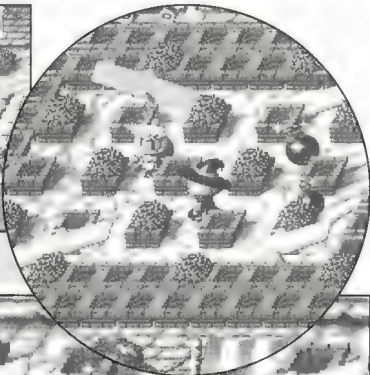


Rather than waste time using the seesaws, it's much better sense to create traps by placing multiple bombs around slow moving opponents.

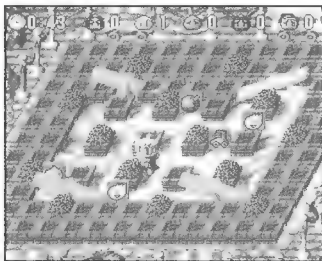
The key to winning in Seesaw Park is to get as many extra bombs as you can and then use the grid-oriented maze to box in your opponents by surrounding them with explosives. This isn't to say that the seesaws are a complete waste of time, but you shouldn't go out of your way to use them. If you get the chance, hurl a few bombs across the screen and see what happens. If not, stick to the basic bombing techniques, as they will see you through almost every time.



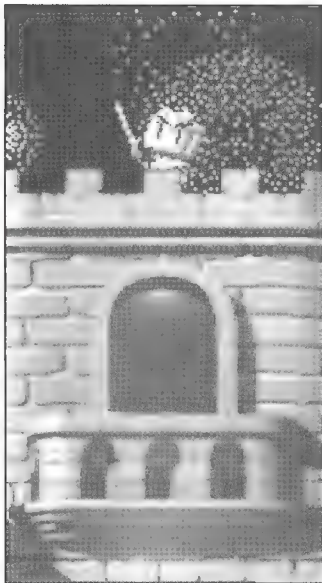
Use bombs to destroy the skull power-ups as their effects are always unwanted.



When the game shouts 'HURRY!' you only have a minute to go.



With the stage filled in, the seesaws can produce deadly effects—throwing players out!



CHALLENGE MODE

When little Bomberman steps into the Challenge section of Bomberman World, it's like exploring an extra planet, but now you decide what kind of mission you're sent on. There are two main versions of the Challenge game: the two-minute and five-minute missions. Otherwise, the gameplay is the same as usual.

MODE SELECT

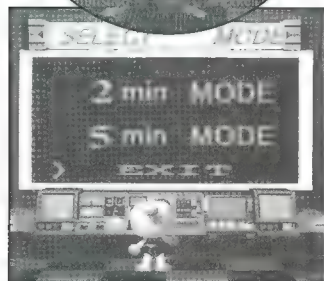
Bomberman stands at his time console and gives you a choice of times—which are basically hard and very hard difficulty settings—or the option of exiting.

Obviously, the five-minute game is much less time than what you're used to in the Normal Game. As there can be a lot to accomplish in the mission, you may barely manage to finish off the boss in time. Imagine what a nightmare the two-minute game is going to be!



The first zone of Challenge Mode is easy enough to clean up. The true challenge is later!

NORMAL GAME
BATTLE GAME
CHALLENGE GAME



You find Bomberman standing at his space-age console. He must choose the game length.



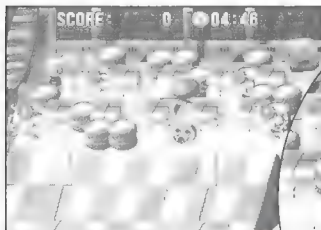
The next choice our hero faces is which accessories he chooses to arm himself with.

The main goal of the Challenge Game is to get as many points as possible, including bonuses for time remaining when you finish. So, until you are ready for a major challenge, it's best to choose the longer game.

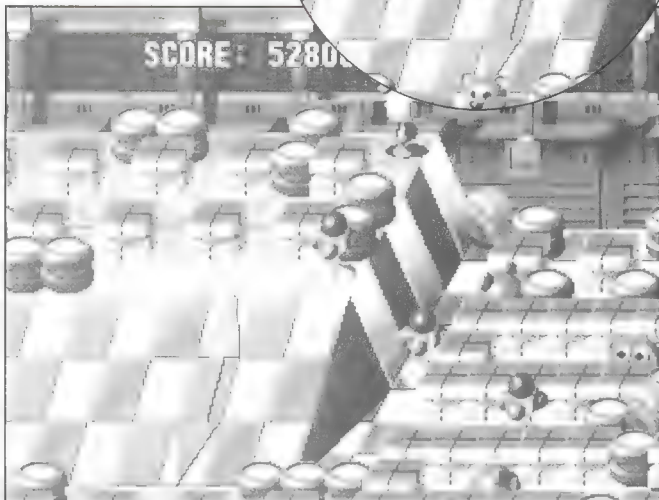
ITEM TYPE SELECT

Besides the time setting, the Challenge Game offers three different combinations of power-ups.

Type one gives you the Power Glove, two Fire Ups, and the ability to kick bombs. This combo is far better than wandering around hostile platforms with nothing but a simple bomb stashed in your inventory, but it isn't ideal for achieving your greatest Bomberman rating. You'll have the power to throw bombs and have longer range explosions, which can be quite useful for killing enemies from afar. But the main objective is to get to the boss and kill him in the quickest and safest way possible within the time limit, while picking up



Extra points are available for demolishing the lamps.

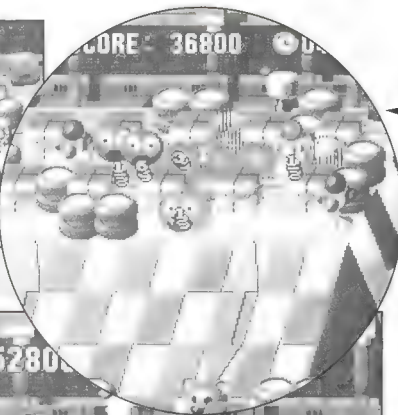


Although you are being strictly timed, it's always best to take a look at the lay of the land from afar to know what you must face later.

points along the way. To do this, you need to escape quickly. With the first power-up combo, it will be difficult.



You can sabotage your enemies and get away before the bomb goes off!



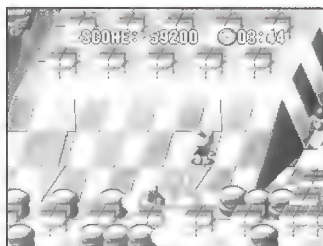
Type two gives you Remote Control, Full Fire, and Wall Bypass. With these add-ons tucked under your belt, you can roam around practically the whole area without worrying about careful soft block detonations. All you have to do is zoom around the area, destroying blocks for bonuses. This leaves you free to not only arrive at the boss door in double-quick time, but also pick off as many enemies and destroy as many bonus blocks as you can for high scores.

Type three gives you Line Bombs, three speed points, and two extra bombs. This is a balanced mixture, but the Bomb Ups aren't that important when you consider that most of the bonuses on this level are extra bombs!

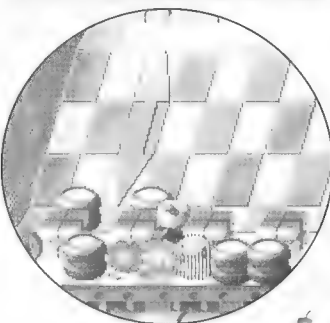
ENEMIES

TECHNICOLOR TERRORS

The nasty specimens that make your challenge around this dimension so tricky (but rewarding) are a pretty freaky bunch of baddies. There's the orange vampire disc, the brown teddy ball, the spinning yellow smiley disc, and the crazy scarlet bouncing balloon. They all come out of nowhere, but luckily have no special skills. Killing them is easy, as long as you leave yourself enough space to set a bomb and get to a safe position before everything goes ka-boom! It's important to get rid of as many of the monsters as possible if you're aiming for a super score, but don't get too carried away—time is precious.



The good thing about these slopes is that they allow you to escape any harm from blasts.



PLANET CHALLENGE

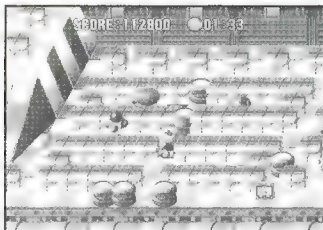


The one area in which the challenge game is played is a fun, high-tech universe, populated by brightly colored space creatures that can emerge from trapdoors in the floor. These critters can be all over the place, in practically infinite numbers. Don't try to wipe them all out, because there are plenty of tasks to carry out in only a short time.

The main trapdoors are on the first platform, and there are four additional trapdoors located around the area outside the far right door. The only way to stop the constant outpouring of enemies is to blow up a trapdoor when it's glowing. You can clear all the enemies this way, but again, it takes a lot of time that will cost you points at the end of the game. After much practice, though, you may be fast enough to do this and still get a major time score.

You can pick up extra points throughout this outer area by destroying the electroshock blocks. Don't try to blow these up while they're electrified, though—you'll just waste time and effort! They can only be destroyed when dim. Again, this isn't crucial, but it can give you a pleasing point score and make you a better bomber.

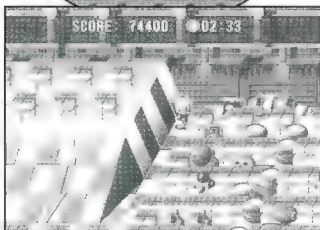
Use the platform on which you first materialize to practice destroying the cute (but deadly) creatures and possibly get rid of the trapdoor and bonus blocks, too. The soft blocks here are awkwardly placed, which makes it useful to have the Wall Bypass bonus; if you do, the only blocks you need to destroy are those that may contain extra bombs or other useful power-ups. If you have the Remote Control Bomb, though, it's probably better to blow up any Penetration Bomb that appears, because waiting for the explosion can cost too much time.



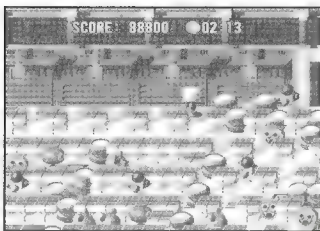
If you want to wipe out all of the monsters, set a bomb on their line and hide!

When you feel you have made the most of this starting section, including the collectible "B" in the right-hand corner, you can take whichever of the arrow-marked slopes is safest. There are usually two enemies patrolling here to destroy, and no trapdoor. Get rid of the bad guys quickly and safely, plus any blocks you need to destroy, before picking up the point-laden "B" that stands here. Moving right, you find a long, mind-blowing grid full of busy enemies on an unprecedented scale.

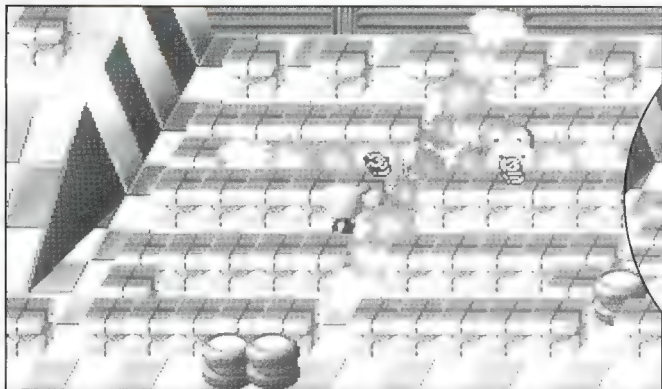
Look carefully at the construction of the grid, as you can make serious mistakes, such as forcing yourself into an explosive corner. The hard blocks can get lost against the gray background, especially when the area is crawling with monsters. After a few trial runs, however, it's a piece of cake to safely clear this area.



Once in the midst of the madness it's important to lay your bombs carefully.



You can escape to the boss now, but it's probably best to stock up on points first!



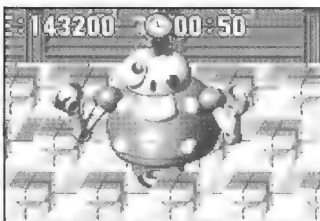
These ex-creatures will not be replaced by more baddies if you have been clever enough to set a bomb right above the dreaded trap doors.

There are letters to pick up in the top-left and bottom-right-hand corners, and an "S" in the center of the clearing. These can greatly bump up your scores, as will clearing the area of all enemy life and blowing up the electric pillars. But you'll never do any better than average on the Challenge Game unless you face and beat the level boss, through the right-hand door.

THE BOSS

Challenge Game's nasty boss is the reincarnation of the nemesis you fought on Planet Wind, Bassary. The giant scarlet robot is just as hard to destroy now, but this time you're doing it as quickly as possible, as every second lost is a time point off your final score!

If Bassary starts his spinning blade move, it'll be hard to get out of the level alive. You need great speed and clever maneuvering to escape a painful death, but this can prove mighty hard if you haven't picked up the relevant power-ups in the last room.



The long-lost cousin of Bassary is a push-over as long as he doesn't try his fan move.

Hope he sticks to his other attacks and throw every bomb you have at the big brass bully. His ninja darts are the next hardest things to avoid, so keep your head and position yourself between them until you can give him another blast of bomb action!

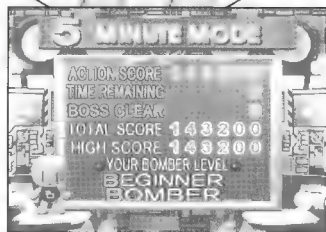
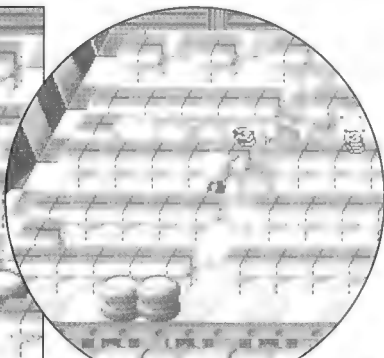
His final attack isn't very dangerous: He removes his rubbery head and bounces it around. Don't approach him too casually even now, though, because he can easily squash you into the ground with his disembodied noggin.

Fan move aside, Bassary only takes around five hits to die, then it's time to add up the scores and see just what kind of a super Bomberman you really are!

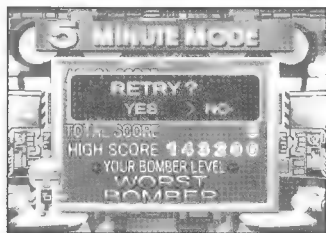
END GAME RATING

If you're skilled enough to destroy the boss, you get a full breakdown of your scores. These are split into Action Score, which tallies scores for destroying enemies and collecting bonuses; Time Remaining, which is only given when the entire mission is completed; Boss Clear, which you receive only if you defeat Bassary; and the total score. This is all balanced against how your mission should have proceeded, compared to the previous high score, and then judged accordingly.

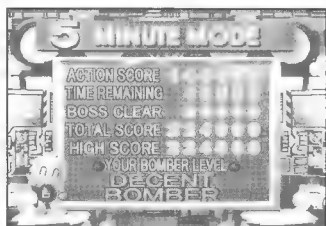
Your Bomberman rating can be anything from "Worst Bomber," in which case our little friend breaks into a flood of tears, to the very highest ranks of explosives skill, via "Bad Bomber," "Average Bomber," and, a little better, "Decent Bomber." The only way is up, and your only opponent is your own conscience!



Depending on how clever you have been on your mission, you are now judged accordingly.




If you have died within seconds, get ready for humiliation! Now you can have another go.



After a little practice, you may just be able to see Bomberman celebrating!

EXPLOSIVE CHEATS



With its unlimited continues, crucial bonuses, and handy passcodes, Bomberman World gives you a great challenge to fight through, from the first mushroom on Planet Forest to the final destruction of Burglar's robot monster on Planet Black. But who can blame you for wanting a little extra help now and again? That's when these cheat codes come in handy. Just enter them on the Password screen.

HELPFUL EQUIPMENT

Every time you start a new planet, you begin exploring with the very best bombing equipment automatically stashed in your inventory. Entering these codes transports you directly to the first area of the stage of your choice with improved speed, firepower, and best of all, Remote Bombs. These tools are very handy to have in your backpack when there's a tricky villain up ahead.

| | |
|---------|------|
| STAGE 1 | 1197 |
| STAGE 2 | 1418 |
| STAGE 3 | 7310 |
| STAGE 4 | 2777 |
| STAGE 5 | 3623 |

SPECIAL BATTLES

PURE WAR

Cheat Code: 1622

Once entered, this code allows you to choose any of the ten stages, but when your Battle Royal begins, you're in for a very different fight! All of the soft blocks are cleared away and you and your competitors begin the battle

lined up in the center, armed with just basic bombs and your own ingenuity. When a Bomberman is blown away, the whole ground erupts with goodies!

CRAZY BLOCKS

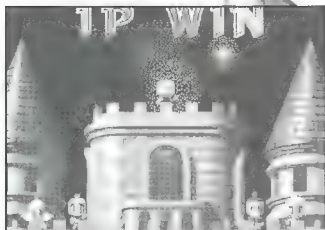
Cheat Code: 6833

This is a quirky little cheat that turns all of your battle stages around, transforming familiar set-ups into topsy-turvy arenas. It can, for instance, rearrange the trees in the Jungle Tunnel arena so that the outer section of the square is covered in bushes, instead of the center. Basically for those who have played so many times that they know every inch of the grids like the back of their hands, this code offers brand new challenges and mind-bending fun.

BATTLE MEGAMIX

Cheat Code: 8686

This is yet another way to give battle grids a new slant. Inputting this code before selecting your battle and stage has you fighting through the usual environments, but now they're configured differently. Even the standard level appears with new corridors and block arrangements. Prepare to be confused!



You don't have to use cheats to achieve this high status—but it makes things more fun!



If you don't enter the passwords properly, Burglar will come to shock Bomberman!

EXTRA BATTLE STAGES

Cheat Code: 3636

So you think you're the king of the Battle Game, standing up on the castle ramparts, fireworks screaming behind you? Not so fast, bombermeister. Until you have tackled these superb secret Battle arenas, you don't rank in the Bomberman stakes.

UNDER THE SEA

This new Battle stage certainly had the same interior designers as Planet Ocean—a soggy square packed with sandy stones and green tufts of seaweed. These provide useful cover for the unadventurous Bomberman at first, but once all of the seaweed has been blown away, it's quite difficult to fight here.

The whirlpool pillars in the center of the grid can send you spinning into disaster if you approach them with unexploded bombs around, so don't get trapped nearby.

The little water spouts in the same area can either save or destroy you. If you're silly enough to walk into them, you can get spurted out right into an explosion. However, you can bounce on top of the jet of the spring for a while, which can give you a brief rest from the dangers of attack. Pressing a direction on the controller sends you on your way.

Just keep out of the way of these traps, leaving you and your combatants to fight it out unhindered by watery hazards.

BOMBER SHOCK

This nightmare of an arena gives you one of the most viciously designed fights available in Bomberman World! Set in a small outpost of the defeated Planet Black, the Battle grid is set out with the same metallic blocks and solid hologram pylons, which alone can make your battle bewildering.

However, it is the monstrosity in the center of the square that causes the most problems. The black circle may look harmless enough, but when touched by flame it occasionally explodes in a high sheet of fire that can destroy every bomber and bomb on the same line. These explosions are so unexpected that even the most skilled fighters can get caught by the flame.

The skull boxes that litter the grid can also cause grief, scattering confusion and calamity over the entire stage. Despite all this, Bomber Shock can be the easiest stage in the entire game!

The computer-controlled characters rush around the grid so eagerly and the traps are so comprehensive that all you have to do to win is stand still and wait for them to commit suicide! If you're battling any human players, just inch your way extra carefully around the perimeter of the square. Play safe for victory!

EUROPEAN PASSCODES AND CHEATS

These passcodes are for the European version of Bomberman World. You will find the American codes on each individual area in the book.

STAGE ONE

| | |
|----------|------|
| Area 1-1 | 8010 |
| Area 1-2 | 1180 |
| Area 1-3 | 8088 |
| Area 1-4 | 2919 |
| Area 1-5 | 1021 |

STAGE TWO

| | |
|----------|------|
| Area 2-1 | 0127 |
| Area 2-2 | 1220 |
| Area 2-3 | 1018 |
| Area 2-4 | 0804 |
| Area 2-5 | 0714 |

STAGE THREE

| | |
|----------|------|
| Area 3-1 | 1027 |
| Area 3-2 | 2413 |
| Area 3-3 | 3009 |
| Area 3-4 | 6502 |
| Area 3-5 | 8809 |

STAGE FOUR

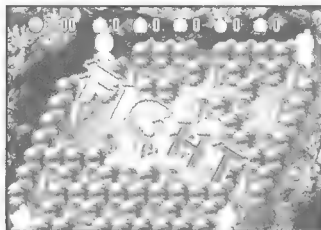
| | |
|----------|------|
| Area 4-1 | 0627 |
| Area 4-2 | 8808 |
| Area 4-3 | 3874 |
| Area 4-4 | 4881 |
| Area 4-5 | 0805 |

STAGE FIVE

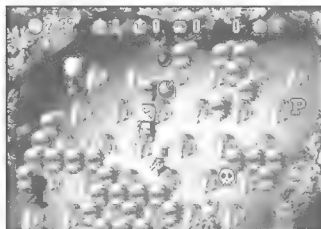
| | |
|----------|------|
| Area 5-1 | 0730 |
| Area 5-2 | 2151 |
| Area 5-3 | 3582 |
| Area 5-4 | 3812 |
| Area 5-5 | 2203 |

SUPER POWER-UPS!

| | |
|---------|------|
| STAGE 1 | 7327 |
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This new marine stage, Under the Sea, is packed with annoying hard blocks.



Once the soft blocks are destroyed in Under the Sea, you have more room for devastation.



This final space-age battle arena, Bomber Shock, looks terrifying, but isn't so tough!

| | |
|---------|------|
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| STAGE 4 | 1814 |
| STAGE 5 | 1029 |

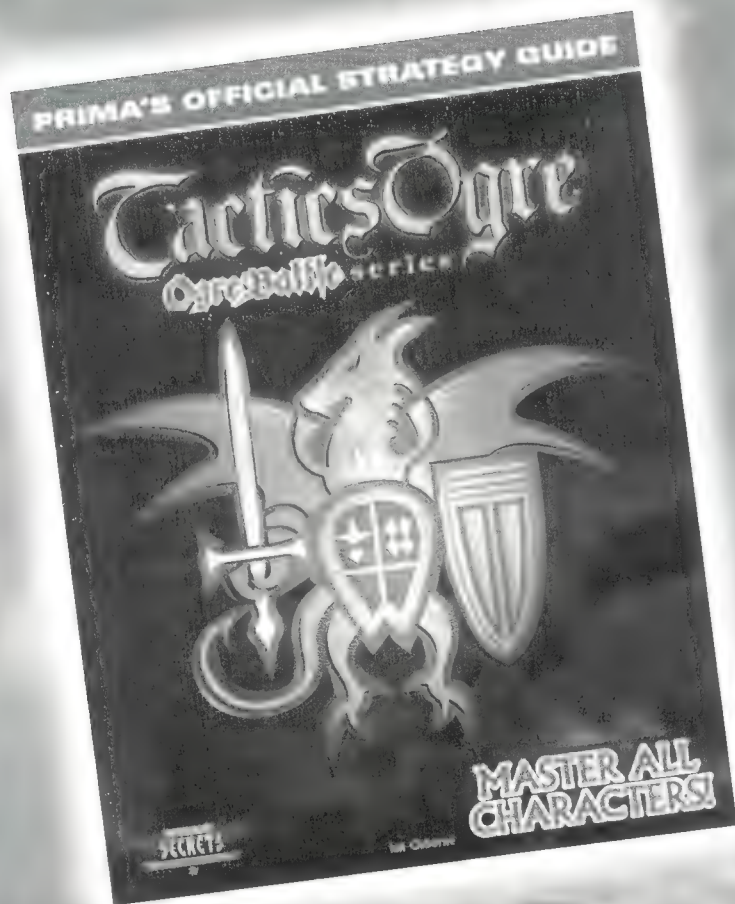
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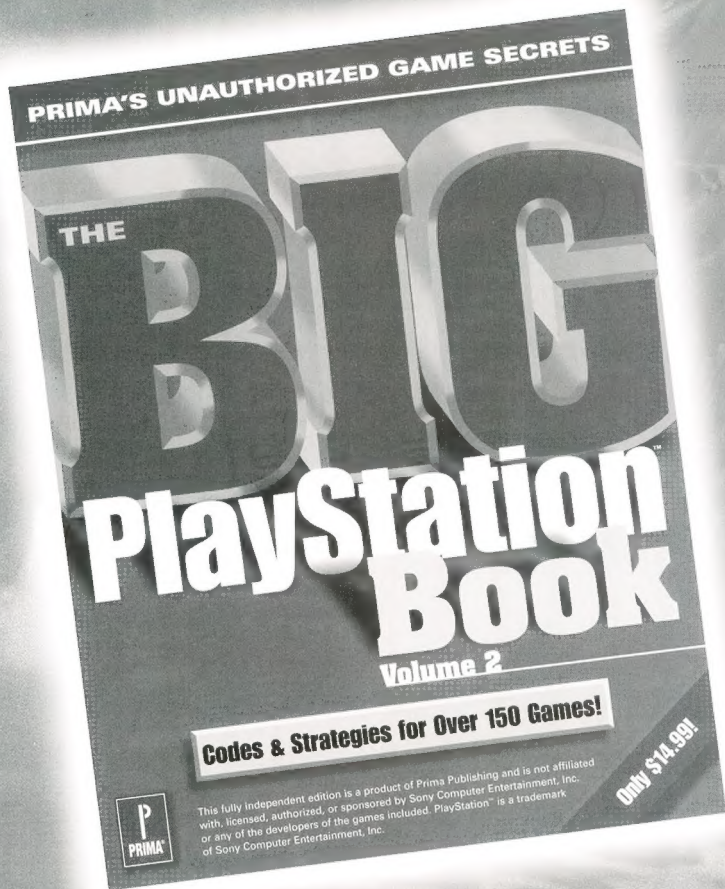
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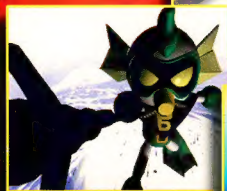
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